SPIDER-M
X-MEN
DANGER GIRL
mega movie guide
over 50 comic movies previewed
WIZARD®
Pokémon
Gotta catch 'em all!
wizardworld.com
08
0 74851 64959 6
$4.99 USA • $6.95 CAN
AUGUST 1999 • COVER 2 OF 2
ISSUES TO GO
34
the comic magazine 96

The Mail Service

Hold Mail Authorization

PLEASE NOTE: *This service expires 90 days from the stop-mail date.*

Please stop mail for:

Name

Date to Stop Mail

Address

A.

☐ Please stop mail until I return. I will pick up all undelivered mail.

B.

☐ Please resume normal delivery, and deliver all held mail, on the date written here.

Date to Resume Delivery

Customer Signature

Official Use Only

Date Received

Clerk

Lot Number

Carrier

Delivery Route Number

If option A is selected please fill out below:

Note to Carrier: All undelivered mail has been picked up.

Date to Resume Delivery of Mail

Official Signature Only

COMPLIMENTS OF THE STAR OCEAN GAME DEVELOPERS.

YOU'RE GOING TO BE AWHILE.

Too bad there's no "indefinite date" box to check on those post office forms. Since you have no idea when you'll be returning. Everything you do in this game will have an impact on the way the journey ends. If it ever does.

You start on a quest that begins at the edge of the universe. And ends – well, that's entirely up to you. Every single person you meet, every step and every decision you make will ultimately shape your destiny. And the fate of a planet.

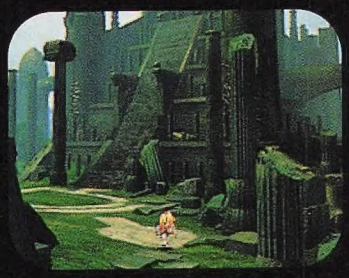
In short, the maniacal gods are poised to kill every single living creature with a massive meteorite that is quickly and furiously hurtling straight for your planet. Ferocious monsters threaten at every turn. Evil magic lurks in the shadows. And to raise the stakes, questions of identity hang in the balance.

So you must battle against the evil and hideous monsters in real-time, polygonal combat. You can customize complicated combination moves and set up decoys to take the fall. But no matter what, there's still no end in sight.

Because who you choose to talk to and share information with will greatly affect you. Characters can think and feel for themselves. Some will join you on your quest, others will betray you. And to add to the challenge, you have the option of playing two different characters, both unique in personality and both having an impact on the course of the game.

Even your emotions determine the fate of your journey. You may choose to be romantically linked with another character, or you may choose to remain friends. But no matter what, it will affect your path. And more seriously, if a friend dies in battle, you'll feel incredible rage that will cause you to fight with even more furious combat moves.

STAR OCEAN THE SECOND STORY™



And there is no easy way out. Tools and skills do not just appear along the way. You must create many items from raw materials. And to do that you will then find yourself mastering difficult skills like alchemy, metalwork, songwriting, and even cooking.

You will find yourself braving the countless routes while traveling through this game. And there are over 80 endings. The deeper you delve, the more you'll discover that nothing – no detail, no clue, no conversation, no skill – can be taken for granted. And that anything is possible. Including the fact that you might not ever make it back.

DISCOVER WHAT'S OUT THERE.

ENIX®

PlayStation®

WWW.PLAYSTATION.COM

EVERYONE E CONTENT RATED BY ESRB

© 1999 tri-Ace Inc./LINKS/ Minato Koio/ENIX. All Rights Reserved. STAR OCEAN The Second Story is a trademark and ENIX is a registered trademark of Enix Corporation. PlayStation and the PlayStation logos are registered trademarks of Sony Computer Entertainment Inc.

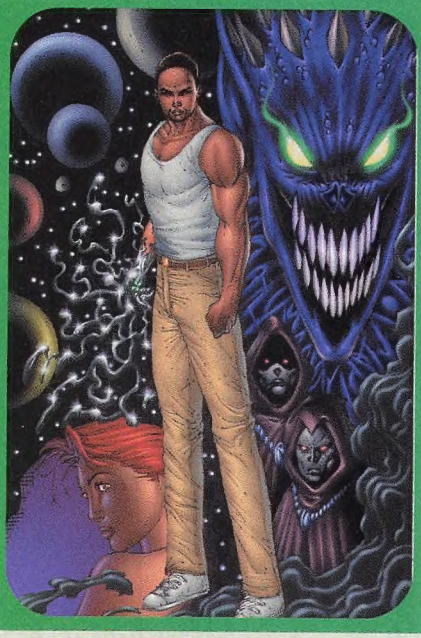
AWESOME SUMMER 99 SUMMER

WIZARD WORLD 99

EXCLUSIVE

IAN CHURCHILL'S

Lionheart



THE MARK

EXCLUSIVE PREVIEW OF THE MARK!

LOOK FOR AWESOME SUPERSTAR CREATORS

WIZARD 99 WORLD

0 1 2 3 4 5 6 7 8 9

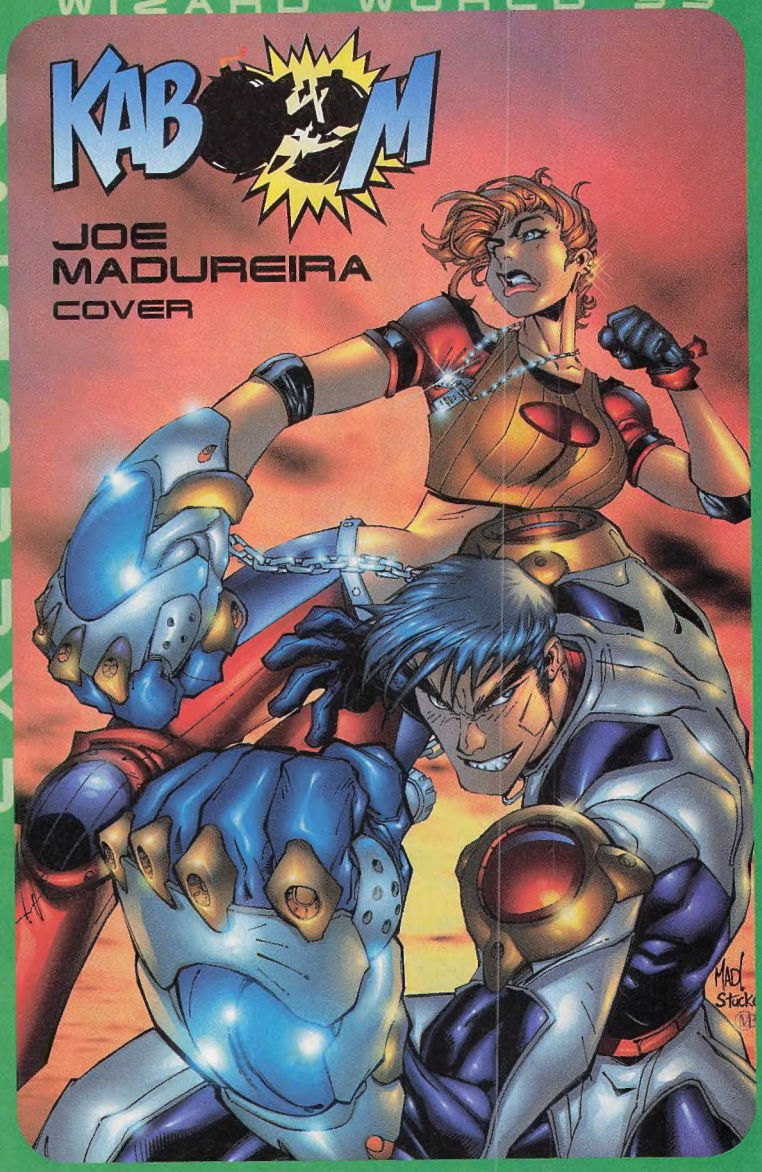
AWESOME SUMMER 99 SUMMER

WIZARD WORLD 99

AVENGELYNE

CATHY CHRISTIAN APPEARING FOR THE FIRST TIME IN 3 YEARS!

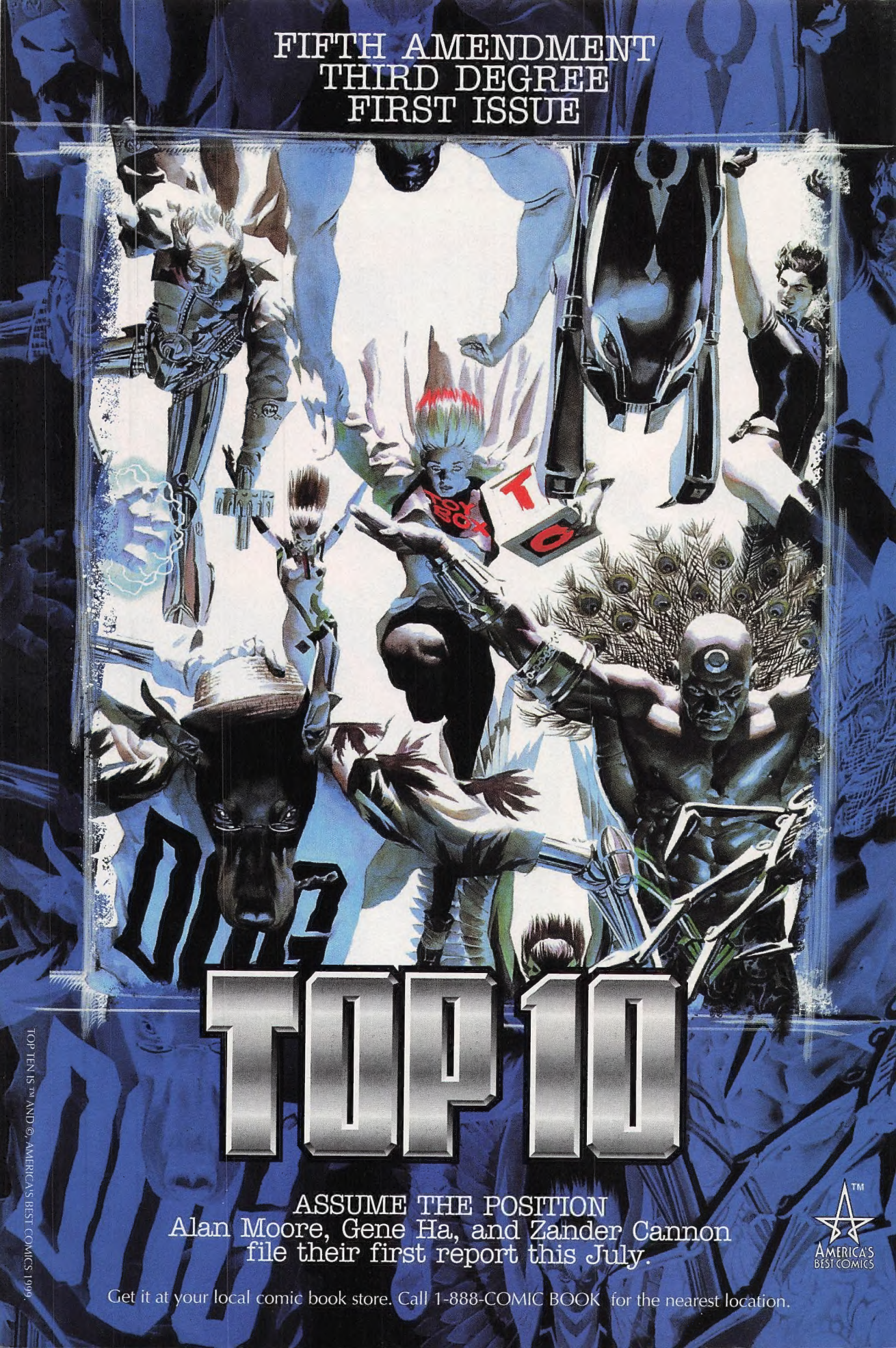
EXCLUSIVE



IAN CHURCHILL, JEPH LOEB, ROB LIEFELD, DAN FRAGA, & KERON GRANT

WIZARD 99 WORLD

9 8 7 6 5 4 3 2 1 0


FIFTH AMENDMENT
THIRD DEGREE
FIRST ISSUE
TOP 10
ASSUME THE POSITION
Alan Moore, Gene Ha, and Zander Cannon
file their first report this July.
Get it at your local comic book store. Call 1-888-COMIC BOOK for the nearest location.
AMERICA'S BEST COMICS
TOP TEN IS ™ AND ©, AMERICA'S BEST COMICS 1999.

TROUBLE ALWAYS BRINGS FRIENDS.
– Faraday's Law #23 –
DIVINE INTERVENTION
A saga of love and loss
in four parts
DIVINE RIGHT THE ADVENTURES OF MAX FARADAY #11
DIVINE INTERVENTION GEN 13 #1
DIVINE INTERVENTION WILDCATS #1
DIVINE RIGHT THE ADVENTURES OF MAX FARADAY #12
Beginning in July
Jim Lee • Scott Lobdell • Scott Williams
Carlos D'Anda • Richard Bennett
GET THEM ALL AT YOUR LOCAL COMICS SHOP. CALL 1-888-COMIC BOOK FOR THE NEAREST LOCATION.
WS™
Divine Right: The Adventures of Max Faraday, Wildcats, Gen 13, are ®, ™, and © 1999 WildStorm Productions, an imprint of DC Comics.

THE NEW SUPERMAN ADVENTURES™

- All the super powers — flight, heat vision, super breath, super-strength, super speed and x-ray vision.
- Pick up and use any object as a weapon.
- Battle on land, underwater and in the sky against Metallo, The Parasite, Darkseid and Lex Luthor's minions as you attempt to save the city from doom.
- 14 alternating indoor / outdoor levels.
- Up to 4 players simultaneously, 2 multiplayer modes.
- Watch "The New Superman Adventures" on the Kids' WB!

Buy early and receive an exclusive collector's edition SUPERMAN comic book.

GAME BOY

©1999 - Nintendo, Game Boy, and the "N" logo are trademarks of Nintendo of America Inc. ©1999 - Titus. All rights reserved. Titus and the Titus logo are registered trademarks of Titus Software Corp. DC Bullet Logo, SUPERMAN and all related characters, names and indicia are trademarks of DC Comics ©1999.

DAILY PLANET

A GREAT METROPOLITAN NEWSPAPER — CIRCULATION 1,095,007 DAILY ■ Daily 5

2000

E STORY

The last
nterview
before
Superman's
disappearance.

SUPERMAN IN A NEW DIMENSIO

— L
Planet
photograp
d just after
a diligent 2-hour
Daily Planet R
acted Superman
acknowledged the
ssing, and was tipped off
been taken into a myste-
nber. Utilizing his super

*e Man of Steel
g a dimension
ther super hero
before."*

uper strength, super speed
ath, Superman is predicted
y to conquer Lex Luthor's
er and bring Lois Lane and
n back to Metropolis safely.
erman has decided to enter
r in search of Lois and
erman believes that once on

WIZARD contents

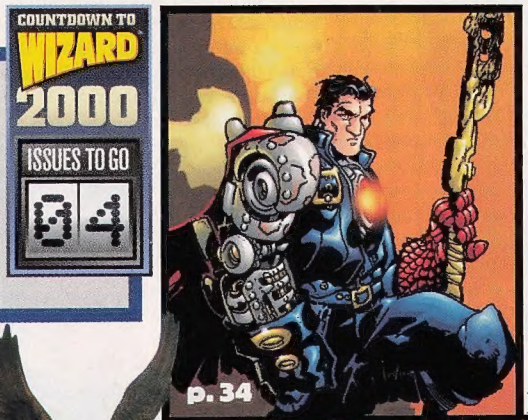
THE COMICS MAGAZINE • NUMBER 96 • AUGUST 1999

HEY, OVER HERE!

Tying into our celebratory, year-long countdown to the new millennium, *Wizard* looks toward the future in each 1999 issue. Bounce to **page 76** for the latest word on all your favorite comic book movies. Our mega-movie preview covers everything from "Terminator" to "X-Men." Then check out how Nintendo, Sony and Sega's new video game systems will break new ground in 2000 on **page 100**.

COUNTDOWN TO WIZARD 2000

ISSUES TO GO



p. 34

p. 36

p. 52

FEATURES

34 FIRST LOOK: STEAMPUNK
No, it ain't some kid flippin' White Castle burgers. It's Chris Bachalo and Joe Kelly's all-new Cliffhanger comic!
By Jim McLauchlin

36 X-MANIA!
You'll never look at the X-Men the same way ever again!
By the *Wizard* Staff

44 THE WIZARD Q&A: J. MICHAEL STRACZYNSKI
The "Babylon 5" creator launches his comic career with his new Top Cow series *Rising Stars*. **By Michael Goldman**

52 KEEP-SQUEEZIN'-THEM-MONKEYS LAD
Is the world ready for its newest simian-squeezin' superhero? You better hope so! Definitely not for the faint of heart. **By the *Wizard* Staff**

58 ROAD TRIP
Pack a suitcase, grab the Doritos and hit the open road, as *Wizard* guides you to 20 places that every comic fan MUST see. And a few that you shouldn't...**By Karl F. Cramer and the *Wizard* Staff**

66 'STAR' REPORTER
One fan's journey to the Star Wars Celebration and into the heart of geekdom. **By Tom Palmer Jr.**

p. 44

COVERS

Wolverine (left) was illustrated by Brandon Peterson and Batt and colored by Liquid Graphics. To have more X-fun than you can shake a dead Morlock at, check out our "X-Mania" feature on **page 36**. To get the full lowdown on those li'l **Pokémon** critters, flip to our Poké-fact-packed Pokémon booklet, poly-bagged inside this very issue. Hey, if you wanna catch 'em all, find out how in here!

p. 58

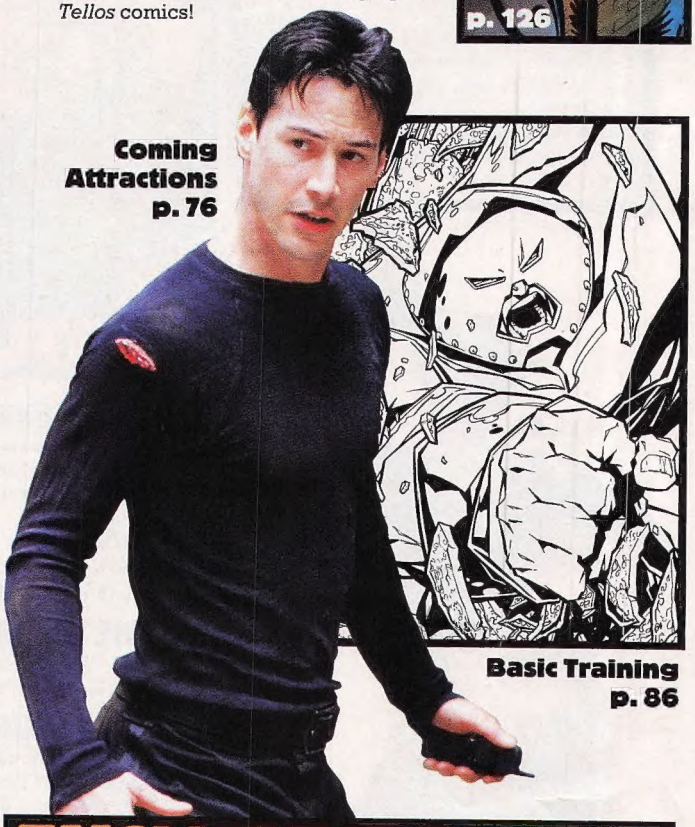
Stuff p. 96

CONTEST!

126 **TELLOS**

Draw us up yer very own fantasy character and he (or she or it) may just show up in a future issue of *Tellos*! Plus, take home the original art page featuring your character and a bunch of autographed *Tellos* comics!

p. 126



Coming Attractions p. 76

Basic Training p. 86

STANDARDS

10 FROM THE TOP
12 MAGIC WORDS
20 WIZARD NEWS & NOTES
32 LAST MAN STANDING IRON MAN VS. GREEN LANTERN
72 CASTING CALL YOUNG JUSTICE
76 COMING ATTRACTIONS MEGA MOVIE PREVIEW!
86 BASIC TRAINING PERSPECTIVE!
90 DRAWING BOARD
92 TOY CHEST
96 STUFF
100 VIDEO STUFF SPECIAL E3 REPORT!
107 MANGA MANIA NEW COLUMN, TETSUOOOO!
114 TOP 10 HEROES & VILLAINS
118 PICKS
128 MARKET WATCH
131 TOP 10 COMICS
132 TOP 100
134 'NET GAINS ALL-NEW COLUMN! COMPUTER GEEK APPROVED!
140 COMIC BOOK PRICE GUIDE
184 SHOWS & CONVENTIONS
186 MISC. STUFF
190 C.B.I.Q.
191 BULLPEN SPECIAL STAR WARS EDITION!
192 TIME TRAVEL

p. 92

COOL STUFF THROUGH THE MAIL

EXCLUSIVE OFFER

DAREDEVIL #1/2

Hell's bells! Here's your *only* chance to get the exclusive *Daredevil* #1/2 comic featuring a tale of ol' Hornhead, Matt Murdock, in a unique prose story by Kevin Smith with accompanying art by Steve Dillon, David Mack, John Romita Sr., J.G. Jones, Kevin Nowlan and more! Go straight to **page 112**.

From the depth
they rose,
they showed her the
beauty of the Oceans,
It is the end of the Beginnings...
Her choice will determine
the tides of their future.
Destiny is in the
hands of Aspen Matthews.
MICHAEL TURNER'S
FATHOM™ #9
TOP COW™ PRODUCTIONS, INC.
image ®
Turner O'Neil Weems Smith
In stores Sept. 1st Guaranteed!
FATHOM™ its logo and all related characters ™ & © 1999 Michael Turner. All Artwork © 1999 TOP COW Productions Inc. All Rights Reserved.

PUBLISHER'S LETTER

"HEY, LET ME OUTTA THE TRUNK!"

PHOTO: PAUL SCHIRALDI

GOTTA CATCH 'EM ALL

Every year, it seems like we're chasing after the next big collectible or toy or must-have item—there's always something hot. You can trace this urge to chase back pretty far, but let's not look further back than the Teenage Mutant Ninja Turtles toys that were big a decade or so ago. Then sports cards were hot, and comics were on fire; then you had Power Rangers and Beanie Babies, and now there are actually a few hot things all at the same time—Star Wars, wrestling, and Pokémon. (Yes, I know I left out Elmo, Furby, *Magic the Gathering*, etc....)

The Pokémon trading card game by Wizards of the Coast and the comic books by Viz Communications are selling like crazy. Every time I walk into a comic book store or convention, there are swarms of people trying to get the newest Pokémon toy and rows of tables with people playing the game. It's just great to see! Except when I'm trying to get to the register to pay for my own toys...

If you're stuck in line, go straight to our hot Pokémon insert booklet, polybagged with this issue! It's got *all* things Pokémon in it—a complete episode guide, info on the upcoming movie, the skinny on great new Pokémerchandise, and lots of fun stuff! After you read that, check out our feature on 20 great places every comics fan should go before kicking the bucket. We've also got lots of info and fun on the mega-popular X-Men, an interview with "Babylon 5" creator J. Michael Straczynski on his new *Rising Stars* comic, and a sneak peek at Chris Bachalo and Joe Kelly's *SteamPunk* for Cliffhanger!

Not enough for you? Then head straight to our great offer on page 112 for the ultra-exclusive *Daredevil* #1/2 comic, written by Kevin Smith! Where does that guy find the time? He just got married, too!

See ya!

Gareb Shamus

P.S. It's still not too late to come to Wizard World '99 in Chicago and see us! We've got Kevin Smith (him again!) and Darth Maul (wow!)!

MASTHEAD

THE GUILTY PARTIES

EDITOR-IN-CHIEF *Patrick McCallum*
EDITOR *Brian Cunningham*
SENIOR MANAGING EDITOR *Joe Yanarella*
MANAGING EDITOR *Andrew Kardon*
ASSOCIATE EDITOR *Justin Jones*
COPY EDITORS *Carmelo Caylo, Dan DiGiacomo and Brent Fishbaugh*
SENIOR STAFF WRITER *Jim McLauchlin*
PRICE GUIDE MANAGER *Lars Pearson*
SENIOR PRICE GUIDE EDITOR *Jon Warren*
PRICE GUIDE EDITOR *Bob Marshall*
ASSISTANT PRICE GUIDE EDITOR *Wade Sain*
ADMINISTRATIVE ASSISTANT *Casey Hicks*
DESIGN MANAGER *Steve Blackwell*
DESIGNERS *Michael A. Bencic, Arlene So and James A. Walker*
CONTRIBUTING DESIGNERS *Jacqueline Bencic and Voltage Design Co.*
PRODUCTION ASSISTANT *Tesslyn Pandarakalam*
RESEARCH EDITOR *Daniel Reilly*
RESEARCH ASSISTANTS *Nachie Castro, Phil Colligan and André D. Shell*
RESEARCH INTERN *Karl F. Cramer*
STAMP JOINT OF CHOICE *T & A's, Monsey, N.Y.*
CONTRIBUTORS *Mark Bernardo, David Borak, Scott Brick, Jay Busbee, Jim Calafiore, Matthew Danish, Michael Goldman, John B. Lacey, Russell Lissau, Trent D. McNeeley, Tom Palmer Jr., Tom Root, Jake Rossen, Patrick Sauriol, Dean Simakis*

WOLVERINE COVER *Brandon Peterson and Batt, colored by Liquid Graphics*
POKÉMON COVER *© 1998 Nintendo/Creatures Inc./Game Freaks, Inc. ™ & ® are trademarks of Nintendo of America Inc.*

ADVERTISING SALES

ADVERTISING DIRECTOR *Ken Scrudato*
SALES AND MARKETING CONSULTANT *Seymour Miles*
ADVERTISING PROJECTS MANAGER *Karen Evora*
ACCOUNT MANAGERS (NY) *Brent Erwin and Salvatore M. Mingoia*
(NYC) PHONE *(212) 765-5700* FAX *(212) 765-5779*
ACCOUNT MANAGER (WEST COAST) *Phil Lawrence (310) 820-0560*
SALES ASSISTANTS *Tracey Martin, Stefanie Moffa and Nicole Ossman*
(CONCERTS) PHONE *(914) 268-3907* FAX *(914) 268-5386*
For Classified and Show Calendar Advertising, contact Karen Evora.

WIZARD ENTERTAINMENT GROUP

CHAIRMAN & CEO *Gareb S. Shamus*
PRESIDENT & COO *Fred Pierce*
CHIEF FINANCIAL OFFICER *Edward L. DuPré*
EXECUTIVE ASSISTANT *Susan DeVenuto*
DIRECTOR OF BUSINESS DEVELOPMENT *Martha Donato*
MANAGER OF BUSINESS DEVELOPMENT *Glenn Herdling*
PRODUCTION DIRECTOR *Darren Sanchez*
PROMOTIONS MANAGER *Robert Felton*
PROMOTIONS COORDINATOR *Maria Capello*
VICE PRESIDENT OF CIRCULATION & DISTRIBUTION *Paul Rolnick*
CIRCULATION MANAGER *Jen Santopietro*
ACCOUNTING MANAGER *Reka Hoyt*
STAFF ACCOUNTANT *Scott Klein*
INVENTORY ACCOUNTING CLERK *Michael Fasolo*
DIRECTOR OF SALES *Stewart Morales*
SPECIAL EDITIONS EDITOR *Douglas Goldstein*
ONLINE EDITOR *Buddy Scalera*
ONLINE ASSISTANT EDITOR *Rus Wooton*
WAREHOUSE MANAGER *Gedalias Donato*

CUSTOMER SERVICE *Meghan Lofstrom and Fern Rucci*
Call (914) 268-3594
FOREIGN LICENSING *Alison James, Trio Marketing Services*
PHONE *(203) 266-7110* FAX *(203) 266-7110*

ENTERTAINMENT CONVENTIONS, INC.

DIRECTOR *Stephen Shamus*
SHOW MANAGER *Brenda Cook (914) 268-8068*

WIZARD: THE COMICS MAGAZINE, volume one, ninety-six (96), August 1999.

Please direct all editorial-related inquiries to Wizard Editorial Dept., 151 Wells Avenue, Congers, NY 10920-2064 (or Fax: 914-268-0053). Please direct all subscription-related inquiries to Wizard Subscription Dept., PO Box 658, Yorktown Heights, NY 10598. One-year subscription rate is $29.95 (Canada $48.00, all other countries $70.00). All payments in U.S. funds only.

Any statements made, expressed or implied in **WIZARD: THE COMICS MAGAZINE** are solely those of columnists or persons being interviewed and do not represent the editorial position of the publisher, who does not accept responsibility for such statements. All characters and artwork shown in **WIZARD: THE COMICS MAGAZINE** are trademark and © of their respective owners.

WIZARD: THE COMICS MAGAZINE (ISSN 1065-6499) is published monthly by Gareb Shamus Enterprises Inc., D.B.A. Wizard Entertainment, 151 Wells Ave., Congers, NY 10920-2064. Periodical postage paid at Congers, NY and additional mailing offices. Additional Standard (A) Postage paid on enclosures. **Postmaster:** Send address changes to **WIZARD ENTERTAINMENT**, PO Box 658, Yorktown Heights, NY 10598.

Entire contents © 1999 Gareb Shamus Enterprises Inc. The Wizard logo is protected through trademark registration in the United States of America. Publication information may not be reproduced in part or whole in any form without prior written permission of WIZARD ENTERTAINMENT and Gareb S. Shamus.

PRINTED IN THE U.S.A.

ABC AUDITED

30th ANNIVERSARY CELEBRATION

HARRIS COMICS

VAMPIRELLA®

MONTHLY 18

Rebirth

A 3-ISSUE SERIES FEATURING
BONUS STORIES
BY COMICS' HOTTEST CREATORS:

JEPH LOEB & TIM SALE
CHRISTOPHER PRIEST & ALAN DAVIS
TY TEMPLETON & BRUCE TIMM

THE CELEBRATION BEGINS IN AUGUST

VAMPIRELLA IS © 1999 HARRIS PUBLICATIONS, INC. ALL RIGHTS RESERVED.

THESE LETTERS ARE NOT TO BE USED AS A LIFE-SAVING DEVICE

MAGIC WORDS

STAN LEE: AMNESIAC!... HIGH-STAKES GAMBLING... AND STOMP VS. WHUP!

Man, have we got places to go and people to meet in this thrilling installment of "Magic Words." The places include the dark realm of inking, Gotham City, and even your local supermarket. The people? We'll bump into Jimmy Palmiotti, Stan Lee, Alan Moore, Alex Ross and others before we're done. So strap in—we've got a lot of ground to cover.

Dear Wizard,

I just want to know: What exactly does a comic book inker do? What's the difference between inkers and pencilers?

Fenton Hollinsworth
Belle Glade, FL

At the most basic level, inkers take a penciled page and go over the pencil lines to make them permanent, to make them darker for better reproduction, and to add texture and shadow.

"We enhance, clarify and separate," says Jimmy Palmiotti, the *Daredevil* inker who's become the poster boy for the "Hot Dammit, We Do More Than Just Trace" Foundation. "When an inker gets a penciled page, there are things that should be in the foreground and things that should be in the background. We use blacks to make things stand out, to separate them from the background."

And even though inking is a big job, Palmiotti thinks he's got the easy part. "Penciling is infinitely tougher than inking," he says. "That's why an inker has to be loyal to the penciler he works with. We're there to add and enhance, but not to dominate what's already been drawn. No one's gonna hire you to go in and change the art. If someone wanted you to do that, they'd hire you to pencil it in the first place."

Y'know, now that Palmiotti mentions it, it occurs to me that the job of the WonderBra is also to enhance, clarify and separate. "That's right," Palmiotti confirms. "I own stock in WonderBra, and I back current research going on in the field."

Hey, that's a cause we can *all* support.

Dear Wizard,

I have recently fallen into inking, and am having a hard time finding reference books related to comic book inking. Do you have any suggestions?

Allen Dean
firesheep7@aol.com

A couple. Try *The Art of Comic Book Inking* by Gary Martin and Steve Rude, published by Dark Horse Comics in 1997 and still in print. You might also cast a glance in the direction of *How to Draw Comics the Marvel Way*, first published waaay back in 1978, but still in print due to unending demand. There's a chapter on inking therein, and the tome's authors are a pair of experts who oughtta know their stuff: "Big" John Buscema and Stan "The Man" Lee. And while we're speaking of Stan the Man...

WIZARD Mall.com presents

FREE* COMICS

DAWN GENESIS VARIANT!
Signed by Joseph Michael Linsner

Signed Version
DARKNESS #1/2
MERRY X-MAS
VARIANT!

There's tons more online. From Star Wars to Pokémon to comics, toys, anime and Sci-fi, Wizardmall.com has it all!
While supplies last, you can get the rare variant editions of *Dawn Genesis Edition* signed by Joseph Michael Linsner and *Darkness #1/2* signed by Wizard founder and CEO Gareb Shamus. LOG ON NOW!

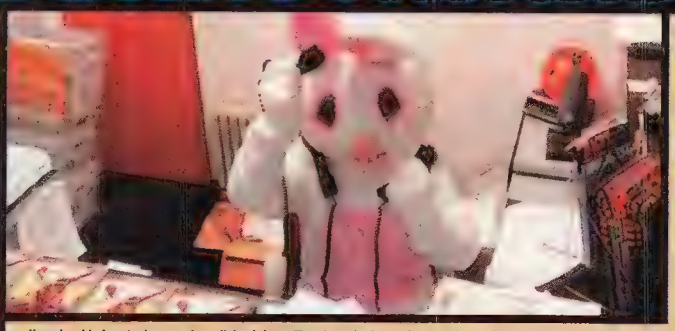
Brought to you by ANOTHER UNIVERSE

Go to WizardMall.com now!

*Exclusive comics are free with any purchase of $25 or more at wizardmall.com.
© 1999 Another Universe.com. Dawn ™ & © 1999 Joseph Michael Linsner. Darkness ™ & © 1999 Top Cow Productions.

BUNNY AWARD

LETTER OF THE MONTH



Jim takes his favorite letter and spotlights it here. There's no logic attached to this, nor is there a prize.

Oh Great Jim,

There are a few things I would like to know about the *Wizard* Bunny:

1) Will we ever see a major motion picture starring the Bunny?
2) Who is his favorite pro wrestler?
3) Would the Bunny mind if I started the First Church of the Bunny with a few of my friends?
4) Can I hire him out to kill my boss, or at least maim him *really* good?

Joe Endress
McCleod16@aol.com

Knowledge is yours, and the price is free.

1) Yes, provided his conditions are met. The Bunny gets $2 mil up front and a cut off the back end. He gets Carly Simon as his love interest, and he gets to blow up whatever he wants. And there will be no green M&Ms—not a single one!—in his private on-set trailer, or he busts the place up rock star-style.

2) That would be Maurice "Mad Dog" Vachon. Mad Dog was a 5-foot-6, hairy-as-a-Brillo-pad brawler who would hit opponents with chairs, the ring bell, tables, and—years later, after a horrible car accident—his own prosthetic leg. Mad Dog perfected the role of "Psycho Canadian" as a wrestling gimmick, and the Bunny's been a fan ever since.

Incidentally, the role of "Psycho Canadian" as a comic gimmick was later perfected by Todd McFarlane.

3) Not at all. Just remember—the Bunny himself will be installed as Grand High Magus, or there'll be hell to pay.

4) Sure! And now's a great time to hop on the Bunny brutality bandwagon! He's just started a special offer for introductory customers where he'll rip three ligaments for $100. That's a bargain at twice the price! Call today!

Dear Jim,

When did Marvel Comics first use the line "Stan Lee Presents" right before the title?

Stephen Hughel
NeoSteve7@aol.com

Whoa! A research challenge! So challenging that even Stan himself doesn't know when this now-famous line first appeared. "All I know is, it happened right after I left as editor-in-chief and moved out west to head the Marvel Films operations," Lee says. "Marvel ownership at the time—for some reason—wanted to keep my name attached to the books, so they suggested 'Stan Lee Presents' as a banner."

And we found the main perpetrator: "Rascally" Roy Thomas. "In 1972, Stan became publisher and president, and I took over as editor-in-chief," Thomas says. "Stan has always been blamed for wanting to keep his name on the books, but I was the one who suggested 'Stan Lee Presents.' Other people came up with the idea of an intro line, so I didn't do it all myself. But if you're looking to lay credit or blame for the tag line 'Stan Lee Presents,' lay it here."

So just when was that, Roy? "By *Fantastic Four* time, which I consider the flagship of the line," Thomas says, "The first one was *FF* #126, September 1972 cover date."

For those of you on Spider-Man standard time, *Amazing Spider-Man* #111, cover-dated August, was the first. Across the line, books with either August or September 1972 cover dates were the first in their runs to be boldly emblazoned with "Stan Lee Presents." Mystery solved.

Your dual lessons: History is fun, and *never* try to stump the band in "Magic Words."

Dear JM,

Why is it never daytime in the "Batman Adventures" TV cartoon series?

Aaron Vinson
Lawrenceville, GA

Probably 'cause not much happens during the day. "Besides the fact that Gotham City just *looks* cooler at night," says "Batman Adventures" co-producer Paul Dini, "there's an aspect that no one really thinks about—the villains all come out at night. That's when they can operate and actually have the best chance of cashing in on their wrongdoings. And when the villains come out, Batman comes out."

Works the same way here. After hours, those *ToyFare* guys skulk out to raid our office supplies. The Bunny has to kick their asses.

Greetings from Canada!

I have a few questions.

1) Whatever happened to the other five issues of *Crimson Plague*?

2) At the end of *Curse of the Spawn* #28, things kind of end abruptly and are left hanging. Is Todd McFarlane Productions planning to finish things up, or did they just give up on the title?

Kevin A. Finn
abfinn@sympatico.ca

BUNNY PHOTO: PAUL SCHRADER

HEY! IT'S PEN PALS...

Send your name, address, age, sex and three favorite titles to Pen Pals, c/o the "Magic Words" address at the end of this column (put your age on the envelope). The only way to get your Internet address listed instead is to post your info in the Pen Pals board on America Online's "Wizard World" forum (keyword: Wizard; look in the Wizard Bulletin Board, under Message Boards). **Pre-'98 entrants:** Please resend your entries.

As per my usual, I have a few answers.

1) They're comin'. According to writer/artist George Pérez, "*Crimson Plague* is still a go. It'll relaunch in summer of 2000 under a new company." Only one issue has been published to date, from Event Comics in 1997. Pérez's plan is to re-release #1 after expanding it from 36 pages to a whopping 48, then follow with five more issues. But it'll take a while: Pérez, who already handles the monthly art chores on Marvel's *Avengers*, is still in the middle of *Crimson Plague* #3.

2) All will be finished up in *Curse of the Spawn Annual* #1. The *Annual* should be out in late 1999, and will be written by regular *CotS* writer, Alan McElroy.

Dear Jim,

1) Where's Venom? I'm going through withdrawal!

2) You guys at *Wizard* are always doing art lessons. Why not writing lessons? I think they would go over well.

Rick Griffin
Palatka, FL

1) Shake no more! Spidey-villain Venom returns in *Peter Parker: Spider-Man* #9, on sale right about now or so. And writer, Howard Mackie, promises that the goody-two-shoes, oh-I-wanna-be-a-good-guy Venom is gone. When Venom returns, he'll be a bad-ass mofo.

2) We agree. That's why ongoing comic-writing lessons are going on at www.wizardschool.com right now. Enroll in a class and you might even get a critique from comic professors like WildStorm editor John Layman, *Wolverine/Punisher* co-writer Tom Sniegoski or soon-to-be *JLA* scribe Mark Waid. And since it's a wacky online thing, you can even go to class in your underwear. No one will ever know.

Dear Jim,

I'm a huge Alan Moore fan and I was wondering: What type of music (if any) does the chap listen to when he writes? Does he listen to Depeche Mode, The Smiths or The Cure? That's what I listen to.

Rami Gheith
Abuabed@aol.com

Sorry, but The Cure is anything *but* a cure when Alan Moore needs inspiration. "The truth is, I listen to nothing these days," says the British scribe. "I used to listen to quite a broad range of music when I wrote, but I found that anything with lyrics got in the way. The lyrics would superimpose themselves over my choice of words when I was trying to form ideas in me head. I took to instrumental music, but if the rhythms of the music were different from the rhythms of my prose, that would screw me up. So I

FLORENCE C. TELMO
11423 Millbank Rd.
King George, VA 22485
Age: 25 Sex: F
Likes: anime, South Park, X-Men

DIANA SIEBER
Jakobistr.10, 37308
Heiligenstadt (Eichs.) Germany
Age: 18 Sex: F
Likes: *Daredevil, Nightwing,* some X-titles

NICK IANNACCI
5474 McGinnis Lane
Stanfield, N.C. 28163
Age: 14 Sex: M
Likes: *Witchblade, Amazing Spider-Man, Uncanny X-Men*

DAVID HERBERT
344 W. High St.
New Oxford, P.A. 17350
Age: 14 Sex: M
Likes: *Deadpool, Spawn, Silver Surfer, JLA, X-Men*

TALMAGE D. HOWTON
302 Planters Grove
Ridgeland, MS 39157
Age: 20 Sex:M
Likes: *Savage Dragon, X-Men,* "Heroes Return" books

MICHAEL SCOFIELD
32 Jeffrey Lane
Amherst, MA 01002
Age: 11 Sex:M
Likes: *Spawn, Battle Chasers, Darkminds*

MATT JONES
4890 Stewarts Ferry Pike
Mt. Juliet, TN 37122
Age: 15 Sex: M
Likes: *The Darkness, The Tenth, Fathom*

now write in silence. I still listen to music for pleasure, but never when I'm working."

And in case you're wondering, Moore is into the musical stylings of Brian Eno when he's in the mood for pleasure these days.

Dear Great One,

1) What did Travis Charest draw before the new *Wildcats* series?

2) Are painter Alex Ross and writer Alan Moore good friends? I ask because Alex Ross did all the first-issue covers for Moore's America's Best Comics books.

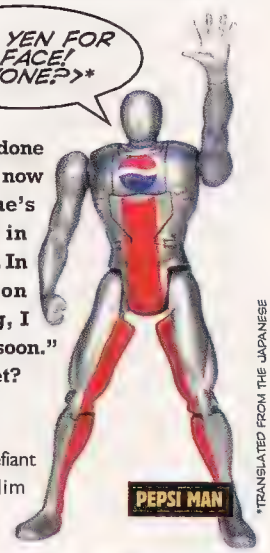
Matt Combs
Alpharetta, GA

1) Largely, the old *WildC.A.T.s* series. Travis did issues #9, #15-#18, #20-#22, #25-#26 and #29 of *WildC.A.T.s*. He also did *WildC.A.T.s/X-Men: The Golden Age*, the first issue in a four-book mini-series. And ya know what? He even designed a guy called Pepsi Man, a character used in Pepsi ads all over Japan.

2) Yep. "I've only met him once—which was great—but I have talked to him on the phone at length six or seven times," Moore says. "So I'd say we're friends."

Ross agrees. "I've been very vocal in the past and I'll be vocal now: Alan has been one of my greatest inspirations for everything I've done in my career. I'm fortunate that now that we've worked together, he's become a real person to me in addition to being a writing god. In this whole 'mutual admiration society' thing we have going, I hope we'll work together again soon."

Awww. Now ain't that sweet?



*TRANSLATED FROM THE JAPANESE

Hey, Jimmy-Jim-Jim,

How tall is former Marvel, Valiant, Defiant and Broadway Editor-in-Chief Jim Shooter?

Jesse Schoolnik
Wallingford, CT

He's 5-foot-19. At that height, he's one big Shooter.

Dear Jim,

When I was at a comic convention in Arizona, I met Todd McFarlane, and he called me "big shooter." Just what the hell does "big shooter" mean?

Josh Hicks
Phoenix, AZ

The most literal definition of "big shooter" is "high-stakes gambler." It generally means that you're an impressive man, and one to be reckoned with. Todd was probably trying to say that you're a big kahuna, and you're cool in his book.

Or maybe he was just drunk and thought you were Jim Shooter.

Dear Wizard,

How will the dreaded Y2K bug affect the comic industry? Should I be worried?

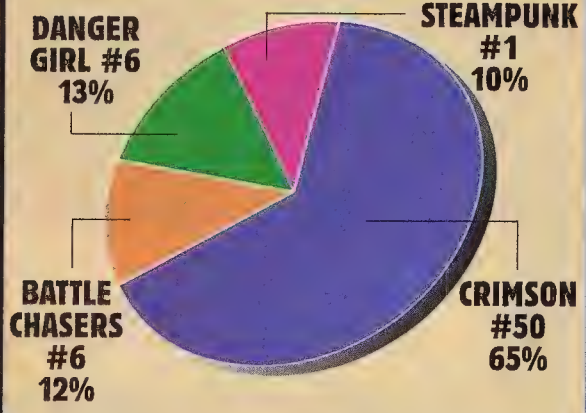
Larry Campbell
Des Moines, IA

Should you be worried? No. But Iowans are worriers by nature. So go with it. Or better yet, take solace in the words of Richard Starkings. His company, Comicraft, does more computer lettering for comics than you could possibly imagine. "We're all Macintosh-based, and Macs won't have the Y2K problem," Starkings says. In fact, Macs are the computer of choice for people in the creative community, so most writers and colorists are on Macs,

SURVEY SAYS

ONLINE QUESTION OF THE MONTH

WHICH CLIFFHANGER BOOK WILL COME OUT NEXT?



Okay, here's the situation: Fanboy X walks into the comic shop, expecting to pick up his weekly dose of comic goodness, only to leave with an extra $2.50 in his pocket because a certain Cliffhanger book has failed to show up. Sound familiar? It does to us, so we asked you in our online poll (http://www.wizardworld.com) which Cliffhanger offering will be out next.

"I think I'll get a date before *Battle Chasers* or *Danger Girl* get another issue out," lamented one fanboy. Most voters enjoy both titles, but are sick and tired of being disappointed on a monthly basis by the two books. "So far, they're just helping me save money each month," one voter quipped.

■ NACHIE CASTRO

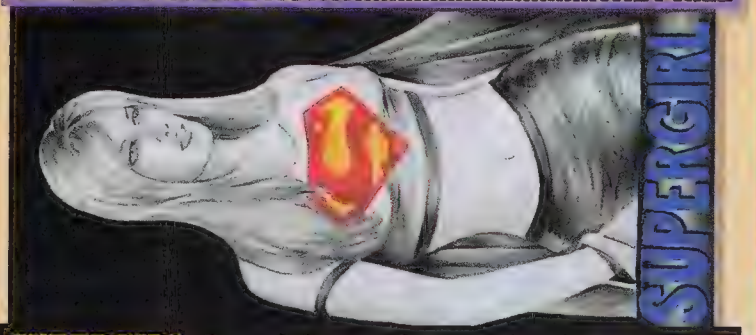
SHAWN JOHNSON	**OHAD HURI**	**LEE. S. WINSTANLEY**	**ANDRES J. DURAN**	**DAVID FORRESTER**	**LEE SPIVEY**	**RANDY MICHAUD**
2160 Grand Ave., Apt 14	Hameyasdim 19, Kfar Saba	42 Halsnead Ave.	1511 N. Ave. 51	22116 Lawrence 2222	Age: 17 Sex: ?	Age: 30 Sex: M
West Des Moines, IA 50265	44219 ISRAEL	Whiston, Liverpool, L35 3SD,	Los Angeles, CA 90042-1727	Aurora, MO 65605	P.O. Box 454	P.O. Box 2012
Age: 20 Sex: M	Age: 20 1/2 Sex: M	England	Age: 39 Sex: M	Age: 22 Sex: M	Shorter, AL 36075	Biddeford, ME 04005
Likes: *Starman, Daredevil, Spawn*	Likes: X-titles, *Battle Chasers, Fathom*	Age: 24 Sex: M	Likes: *Xena, Buffy,* Lara Croft/Witchblade one-shots	Likes: anime, manga, Cliffhanger, WildStorm	Likes: Battletech, Star Wars	Likes: *Spawn, Wolverine, Lady Death*
		Likes: *Daredevil, Fathom, Aria*				

When A New Team Must Form,
Who Answers The Call?
ASTONISHING
X-MEN™
#1
The Three-Part Limited Series That
Transforms The Mutants Begins July 28th!
MARVEL COMICS
WWW.MARVEL.COM
TM & © 1999 Marvel Characters, Inc. All rights reserved.

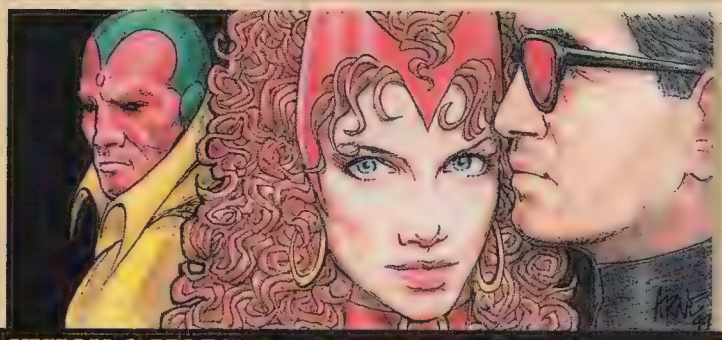
LETTER ART

Each fan who has letter art printed this month will win a signed copy of *Sock Monkey* #1 by creator Tony Millionaire, plus a poogtastic copy of this issue of *Wizard* signed by the entire *Wizard* creative staff! The lucky grand-prize winner who has this month's best letter art wins all the aforementioned stuff plus an original sketch of Sock Monkey by Mr. Millionaire. Let's thank the Million-Dollar Man himself for these wonderful prizes. Artists: Please include a clearly printed return address and a list of characters depicted on the back of your envelope. Good luck!

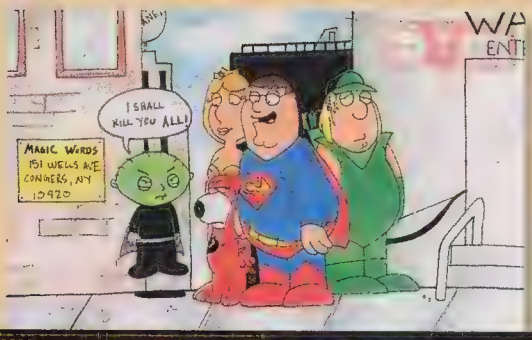
ENVELOPE OF THE MONTH.....THE PRIZE



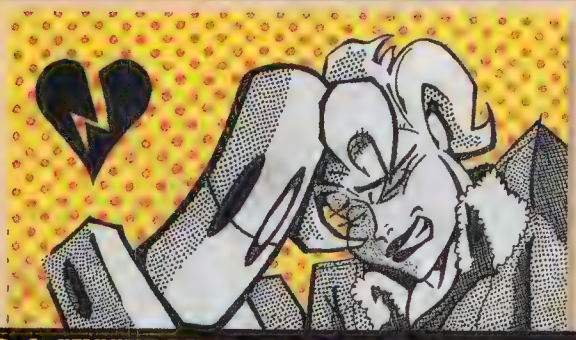
SUPERGIRL Donny G. Kusuma, Surabaya, Indonesia



VISION & MORE Arne Ratermanis, San Diego, CA



THE FAMILY GUY CAST Josh Wright, Fremont, OH



SCUD & SUSSUDIO Nick Crouch, Glendale, AZ

too. Come the millennium, comics will persevere.

Sure, your electricity may go out and the world economy could collapse, but you'll get your *Uncanny X-Men*. Sleep tight.

Dear Wizard,

Out of plain ol' curiosity, does Marvel's villainous Absorbing Man still have the real name Carl "Crusher" Creel? Or has Marvel messed with continuity and given him a new name?

Carl Creel
crcreel@eos.ncsu.edu

Don't worry. You're still the Absorbing Man.

Dear Great and Powerful Jim,

In *Wizard* #92, page 102, the description of the storyline for *JLA* #29 says that "Magical imps have opened up a fifth-dimensional can of whup-ass." On page 103, in the discussion of the goings-on in *Robin* #64, it's stated that Robin's "got to open a big can of stomp-ass on the hapless villains."

Question: What the heck is the difference between "whup-ass" and "stomp-ass," anyway?

David Lee Heath
Phoenix, AZ

Cans of whup-ass are found in aisle nine next to the green beans and corn. Cans of stomp-ass are in aisle 11 by the tuna. Stomp-ass also goes for about $1.50 more per can.

And until next month, I remain...

—Jim McLauchlin

Wizard Staff Writer Jim McLauchlin gets Hershey squirts when he eats stomp-ass.

Send letters to:
Magic Words
151 Wells Ave.
Congers, NY 10920
or e-mail us at JMcLauch@aol.com

Please address all subscription concerns to:
Customer Service
c/o Wizard Entertainment Group
P.O. Box 656
Yorktown Heights, NY 10598

Please address all 1/2-issue and action-figure concerns to:
Customer Service
c/o Wizard Entertainment Group
151 Wells Ave.
Congers, NY 10920
(914) 268-3594
(Please include your full name, address and phone number and be as detailed as possible.)

The Greatest GORILLA STORY Ever Told!
JLAPE™
GORILLA WARFARE
COMING THIS JULY AND AUGUST IN THESE "MISSING LINKED" ANNUALS:
JLA · BATMAN · AQUAMAN · WONDER WOMAN · THE FLASH
SUPERMAN · GREEN LANTERN · MARTIAN MANHUNTER
THE ORIGINAL UNIVERSE™
DC COMICS
GET IT AT A COMICS SHOP NEAR YOU—CALL 1-888-COMIC BOOK

DARK 'KNIGHTS' AHEAD FOR MARVEL

Kevin Smith returns, Punisher gets nastier for Knights' Round 2

There will be a second coming of Knight. "Marvel Knights," the tremendously popular grouping of Marvel books edited by artists Jimmy Palmiotti and Joe Quesada, will return for a second year-long tour of duty this fall.

And sizzling-hot writer Kevin Smith will be back too, along with a nastier Punisher. In fact, get ready for an even edgier attitude than what Knights doled out in its first go 'round. "If anything, I think we played it a bit safe last year," Quesada said. "We're crazier this year. Things won't be so nicey-nice."

And that's fine with Marvel Editor-in-Chief Bob Harras.

DEVIL WORSHIP Nothing brightens up a comic like a bunch of falling babies.

"Business issues took a while," said Harras. "But editorially speaking, there was never an issue. I wanted them back."

Prolonged negotiations will mean, however, that only one book—*Daredevil*—will come out in September and October. "But by November, we're back with four books," said Palmiotti. "We're looking at another year of *Daredevil*, a year of *Punisher* and two rotating mini-series."

While most mini-series are still being nailed down, a few things are in line. "*Black Widow* is coming back," said Quesada. "And at least one mini-series will tie in to *Daredevil*. Everybody wants to do Daredevil these days! So without doing a second monthly book, we'll find ways to do more Daredevil in a mini-series or two."

The expansion is based on Marvel's confidence in Knights. "There's a modicum of trust between us and Marvel," Quesada said. "I think that trust has been earned on both ends. Yes, Marvel is giving us more leeway now. They know by now we're not going to mess the characters up."

THE NEW PLAN

With a year under their belt and more leeway from Marvel, the Knights crew is rolling out large. For *Daredevil*, that means big creative names. After current writer David Mack completes his run with #14, "Back to the Future" screenwriter Bob Gale—hot off a smash "Batman: No Man's Land" stint—takes over with November's #15. "I've had Gale's number on a Post-It note on my phone for weeks, waiting to call him and say, 'Start!'" Quesada said. "His take is more a fun, Stan Lee-style approach."

Gale starts by tweaking *Daredevil*'s cast. "We're going to introduce new characters to build a supporting cast for Daredevil," Gale said. "Obviously, [law partner] Foggy Nelson is not going anywhere. But with Karen Page gone, we need more human beings there."

Gale is quickly shaping up as a Knights workhorse, with stories for a proposed Marvel Knights Christmas special and a Daredevil 35th anniversary project also in the works. "We're hoping Bob can do even more special projects," Quesada said. "We'll give him all he wants."

Four issues of Gale give way to film director/screenwriter Smith, making his much-anticipated return after writing *Daredevil* #1-#8. "I've had too much fun not to come back," said Smith, who will be on hand for an indefinite period.

"I'll be there as long as he wants to, as is Kevin's way," said Quesada.

The year-long *Punisher* mini-series, slated for a November debut, will return the character to his brutal, take-no-prisoners, crime-fighting roots. "If anybody was upset with us for making the Punisher this zombie-themed guy, they'll love us now," Palmiotti said. "We're going to take him to his highest body count ever. There'll be corpses piled to the ceiling. All bad guys, of course."

"One of the most popular writer/artist teams in comics" will handle *Punisher*, according to Quesada, but he refused to name the team because they are currently under contract with another publisher. (Could it possibly be Jeph Loeb and Tim Sale? Perhaps Garth Ennis and Steve Dillon? Alan Moore and Dave Gibbons?)

Aside from giving fans what they want, Knights is also giving something *back* to Marvel. *Black Panther* will return to "regular" Marvel editorial hands in September, with Christopher Priest remaining as writer. "This will free [Quesada's and Palmiotti's] hands to do more and different things," Harras said. "That's the type of interfacing we wanted to do with Knights. They took a character that wasn't being published and gave it a life. *Panther* is up, running, and actually selling good."

THE NEW TALENT

Knights' best job has been done in recruiting talent. Writer Paul Jenkins was little-known before *Inhumans*. Artist J.G. Jones was completely unknown before *Black Widow*. The Inhumans and Widow themselves were small blips on the radar before Knights spotlighted them. The year-two plan is to keep shining light where readers may not expect it. "We'll be doing books with characters that have never had their own title," said Palmiotti. "Others have had their own book and been canceled previously, like *Inhumans*."

While exact projects are still being nailed down, Quesada promised many names familiar to Knights fans. "J.G. will return. [*Black Widow* writer] Devin Grayson is back. Paul Jenkins will be back on something new," he said. "We have projects for [*Inhumans* artist] Jae Lee in mind. He'll be doing two or three mini-series. And the plan is to bring a bunch more creators [see sidebar] on board."

A Marvel press release refers to "other notable novelists and film industry talent" joining Knights. "Let's just say we've had lots of talks," Quesada said. "We've made connections. We'd be stupid not to use them."

All in all, it should be a big year. "So we're thinking of hiring more female interns," said Palmiotti. "Call me. Please." ■ JIM McLAUCHLIN

'KNIGHT'CLUB

"We never just think, 'Oh, we'd like to work with this guy,'" Joe Quesada said. "We always think, 'This guy would be perfect for *this* book.'" That having been said, here's the talent at the top of the Marvel Knights wish list:

GARTH ENNIS (writer, *Preacher*) "Can he just write the whole line?" Quesada asked. "If not, geez, I guess he'd be great on a *Punisher* book. Look at the way he writes the Saint of Killers in *Preacher*."

STAN LEE (Marvel founder) "I'd like to get him on a Fantastic Four project," Palmiotti said. "Stan pours so much of himself into his characters. You got more characters, you get more Stan."

JOHN SINGLETON (writer/ director, "Boyz N the Hood") "We've spoken to him," Quesada revealed. "His favorite Marvel character is Deathlok. He told us he'd love to do something. We'll see."

JOHN CASSADAY (artist, *Planetary*) "Maybe *Black Widow*," Palmiotti said. "He's the most-underappreciated artist in comics. They've been calling him an up-and-comer for years, but he's there already."

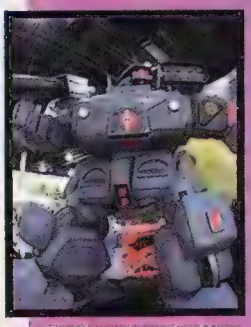
JEPH LOEB (writer, *Superman for All Seasons*): "Jeph would be great on a Spider-Man mini-series," according to Quesada. "We love his takes on Batman and Superman, when he concentrates on the single character."

THE WACHOWSKI BROS. (writers/directors, "The Matrix") "No one has handled tech like them in film," Palmiotti said. "I'd give them *Iron Man*. They've got a great eye."

JOE CASEY (writer, *Cable*): "*Night Nurse*! Really!" Quesada said. "We mentioned it to him once in one sentence and he shot back a concept right off the top of his head. And it was cool. He's very imaginative like that."

MICHAEL LARK (artist, *Terminal City*) "A 'Story of the Kingpin' thing," Quesada said. "He's got a very cool, simplistic, artistic approach totally based in reality. He'd do a killer crime story." ■ JM

Former Catwoman actress Eartha Kitt falls on hard times. "I can't even get spots on Old Navy commercials anymore," sobbed aged thespian moments before being embalmed.



Fourth-grade genius blows national science fair, storms Capitol Building. "He clearly had the tournament won until he started demanding Ho-Hos and unloading his plasma rifle at a pack of drunken senators," said disappointed science-fair judge.

Local mime slaughtered by confused onlookers. "All we wanted was to get him out of that damn invisible box," explained blood-splattered participant.

ENNIS PHOTO BY AL ORTEGA. LEE PHOTO BY JIM McHUGH. LOEB, CASEY AND FREAKS PHOTOS BY PAUL SCHRADER. SINGLETON AND WACHOWSKI BROS. PHOTOS COURTESY OF EVERETT COLLECTION. CASSADAY PHOTO COURTESY OF JOHN CASSADAY. LARK PHOTO COURTESY OF MICHAEL LARK.

WAID OUT, JURGENS IN ON 'CAP'

Waid ends second tour of duty, labels his 'Cap' return a mistake

Captain America is getting a new shield bearer. Fan-favorite Mark Waid, who took two tours of duty as *Captain America* writer, has resigned his post. Waid, whose last issue will be August's #22, said that "It's become depressingly apparent that—as far as Marvel editorial is concerned—I'm not the man for the job, as I'm repeatedly unable to give the company whatever it's looking for in a *Cap* book." Waid's statement can be traced back to *Captain America* #14; after that story saw script changes that Waid was uncomfortable with, he asked that his name be removed from the issue. The story ran without a writer credit. "We had a few nice moments in year two," said Waid, "but I'm tempted to say I should have never returned to *Cap* for a second go-around."

Filling the void after two fill-in issues will be acclaimed *Thor* writer Dan Jurgens, who takes over with November's double-sized #25. "I want to be clear," Jurgens said. "I think Mark has done a great job and set a high standard. I hope I can do as well."

Jurgens also said that Andy Kubert—who remains on *Cap* as penciler—is a big reason he's taking the assignment. "I love his stuff. Having [penciler] John Romita Jr. already in place on *Thor* got me in that door. Having Andy here has done the same."

JURGENS

"Cap's a character that's about honor and about integrity... he's also the ultimate action hero."
—Dan Jurgens, new **Captain America** *writer*

Once in the door, Jurgens will make sure that Nick Fury and super-spy organization S.H.I.E.L.D. play a big part. "Cap is a man with two lives," Jurgens explained. "One in the World War II era, one today. The only man that can parallel that is Nick Fury. So S.H.I.E.L.D. has to be an important part of Cap. And with [S.H.I.E.L.D. agent/girlfriend] Sharon Carter in there, that's just too much to ignore."

In terms of flavor, Jurgens indicated that readers can expect a lighter, looser and more fun *Captain America*. "Yes, Cap's a character that's about honor and about integrity," Jurgens said. "But he's also the ultimate action hero." Jurgens thinks of Cap as "the most undefeatable hero in comics. He's the guy who can wade into a hundred Hydra agents and win. There's patriotism there, but the main thing is the superheroics." ■ JM

END CAP Bye, bye, Mr. American Pie.

THE BUZZBIN

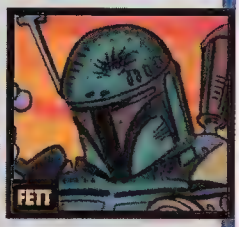
THE INSIDE SCOOP ON THE COMIC INDUSTRY

STAN LEE! DC? Just might be! Remember–the Marvel founding father is no longer Marvel-exclusive. And now rumor has it that Stan the Man is putting on his big-game-hunter duds and gunning to take on DC's big icons–Superman, Batman and the lot–in a series of one-shots.

AVENGERS DISASSEMBLE!? Prominent creators such as writers Kurt Busiek (*Avengers*) and Mark Waid (*Captain America*) are formulating plans to start their own comic imprint by mid-2000. Rumor has it that two big-name publishers are in negotiation with the crew.

THE IRRESISTIBLE FORCE! Think Marvel's Juggernaut is tuff enuff on his own? Damn right! So things will get tougher if "The Eighth Day" comes about. It's a rumored Marvel crossover event that introduces *seven more* Juggernaut-level baddies to the Marvel Universe. Look for the involvement of writer Joe Casey (*Cable*).

MORE "STAR WARS"! Dark Horse is looking to start *another* Star Wars book, this one a quarterly anthology with short stories by top creators. Fan-fave writer Peter David (*Young Justice*) is rumored to be involved if and when the first issue comes around.


FETT

LADRÓNN LIVES! José Ladrónn, the amazing Kirbyesque artist late of *Cable*, is reportedly working on his next project. No surprise: It's a classic Jack Kirby character–the Silver Surfer. Ladrónn's work could turn into a massive graphic novel or a mini-series by mid-2000.

HAWK BECOMES COW! No, it's not one of those bizarre Fox TV specials! It's Matt Hawkins, creator of the surprise-hit *Lady Pendragon*. The Hawk is now working for Top Cow Productions, and while the Lady remains at Image Central, whispers indicate Hawkins' next creation will be published by the Cow.

THEY SAID IT

IDLE CHATTER

"I BETTER NOT get a 'Thumbs Down' out of this, or I'm gonna have to come over there and wreck shop!"
—**ROB LIEFELD**, on taking over penciling *Cable*

WANTED

DEAD OR ALIVE...but preferrably alive!!!

PENCILLERS INKERS COLORISTS WRITERS

NO EXPERIENCE NECESSARY

However, it won't hurt!!

We're looking for the best...

(and we're willing to pay for it!)

reference AD04 on all correspondence

Submit the following to the address below:

Writers:
detailed resume

Pencillers, Inkers, Colorists, et al:

concise resume

comic art portfolio samples, which should include:

page layouts

splash

cover samples (if possible)

Samples will NOT be returned

very!!! **WELL FINANCED START-UP**

(IN IT FOR THE LONG HAUL)

Other positions available may include Editorial & Operations/Production

CROSS GENeration comics

P.O. Box 126 • Odessa, Florida 33556

AUSTIN 3:16: 'BUY MY BOOK, JACKASS!'

'STONE COLD' STEVE AUSTIN

Score another pinfall for Chaos! Comics. World Wrestling Federation superstar Stone Cold Steve Austin will be the latest grappler to headline his own Chaos! series, following hot on the heels of the company's successful *Undertaker* launch. Editor Gregg Pisani said that *Stone Cold Steve Austin* will cast the tough-as-nails Texan as a mysterious drifter this September. "He's a wanderer without a past, an outlaw hero who cuts through the crap in a world where wealth and privilege rule," Pisani said. And fans of the WWF's take-no-prisoners style should be happy. Austin will kick much ass, as Pisani simply explained that "Nobody's better at violence than he is!" Steven Grant (*Punisher*) will write the series. An artist is yet to be named.

And it looks like Chaos! has all but put the WWF comic license in a hammerlock. One-shots and mini-series featuring Kane, the Brood and (Hubba hubba!) Sable are scheduled for 2000. ■ **MARK BERNARDO**

SABLE

ABOUTFACE

THE INSIDE SCOOP ON THE COMIC INDUSTRY

Like the saying goes, you can always go home again. But for a number of prominent comic creators, it seemed like they would never–and we mean *never*–return to their former employers. In fact, they said so, right here in the pages of *Wizard*. Oh, how times change.

WHO	WHAT THEY SAID	WHAT THEY DID
ROB LIEFELD	"We're working for us now, not Marvel or some other company." *Wizard* #9, March 1993	He's working for them now, having returned to Marvel twice: to draw *Cable* and the "Heroes Reborn" *Captain America*. And there is no us now, because Liefeld doesn't even write or draw any comics for his own company, Awesome Entertainment.
JIM LEE	"We are the only major company out there started by and run by artists. As an artist, and having experienced things as a freelancer, there's no way I'm going to follow pre-established corporate policies." *Wizard* #27, November 1993.	Having sold his company–WildStorm Productions–to DC Comics, owned by parent company Time Warner Inc., Lee now follows pre-established corporate policies and enjoys a wonderful medical and dental plan, generous vacation time and stock options.
JOHN BYRNE	"Marvel...has become so distasteful. I just get the impression that Marvel is bad and evil, whereas DC is just kind of pathetic. And I'd rather be pathetic than evil." *Wizard* #47, July 1995	In a stunning upset, evil triumphed over pathetic as Byrne returned to Marvel to retell the origin of Spider-Man in *Spider-Man: Chapter One*. No word on whether Marvel "doesn't feel right" or is "distasteful" to Byrne on payday.
CHRIS CLAREMONT	"You know, if somebody from Marvel called up and dropped like 10 million bucks on my desk and said, come on back, all is forgiven...I couldn't automatically say no." *Wizard* #51, November 1995	No word on the 10 million bucks, but Claremont was able to overcome his traumatized Marvel past to return as vice president/editorial creator and writer of Fantastic Four. We'd assume all is forgiven.
TODD McFARLANE	"I'm so pigheaded that even if it was a great deal, and even if I needed to do it, I still wouldn't. If they said to me, 'Todd, you're in charge of Marvel and you're the ruler of all time, space and dimensions,' I might take a look at it." *Wizard* #77, January 1998	Todd–true to his word–has yet to return to Marvel. However, negotiations are ongoing into making Todd ruler of all time, space and dimensions.

Psychological Test #7—Discovering your inner self.

Q: Do you see a ballerina in worn slippers and pink tutu smelling a faded rose?

☐ Yes, I see the ballerina. I also happen to wear my pants too tight.

☐ No, I see the noble savage that lurks deep in my subconscious mind – after all, man is a combination of the sophisticated and the primitive, of the learned and the instinctual. Bloody Roar™ II is the perfect outlet for my animal aggression. Every scorching slash, pulverizing punch and bone-cracking combination is rendered with deadly clarity. I can morph into multiple beasts, including hidden monstrous warriors. I can even create my own devastating fighting combinations. We should never try to deny the animal. We need to unleash the beast within us all or die trying.

Fig. (a)

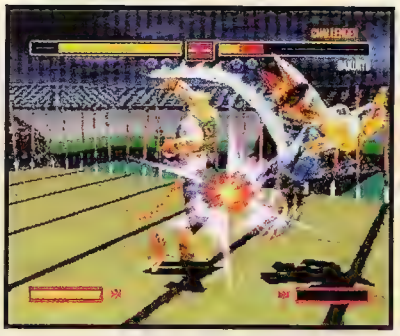


Fig. (b)

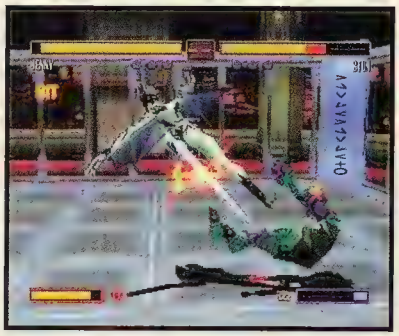


Fig. (c)

www.playstation.com

PlayStation and the PlayStation logos are registered trademarks of Sony Computer Entertainment Inc. Bloody Roar is a trademark of HUDSON SOFT. ©1999 HUDSON SOFT. Portions ©1999 EIGHTING/RAISING.

'WITCHBLADE,' 'DARKNESS' COLLIDE

NEW JACKIE CITY A 3-B crossover: booze, boobs and bullets.

Think *your* family reunion can be an ordeal? Try being part of the Top Cow Productions family.

The related Witchblade and Darkness forces will be explored as Top Cow's two juggernaut titles meet this winter. October's *Witchblade* #36 and November's *The Darkness* #28 play host to a crossover event that will show there are even more members of the family readers didn't know about.

"It seems there's a vast conspiracy as to where the Witchblade, the Darkness and several *other* similar weapons came from," said David Wohl, Top Cow editor-in-chief and *Witchblade* co-writer. "Sara Pezzini, the wearer of the Witchblade, is aware of this connection, but doesn't have all the pieces. She realizes she has to talk to Jackie Estacado to fill in the blanks." That's a problem, because Estacado, the carrier of the Darkness, is a ruthless mob hitman. And the Witchblade—an opposing force—instinctively attacks the Darkness on sight. But the fun hardly stops there.

Level 42, a deep-cover government espionage organization, jumps in. "They know about all the weapons," Wohl said. "They know the connections between them. And for some reason that only they know, they *don't* want Sara and Jackie to come together."

The event will bring the Witchblade and the Darkness together for the first time since 1997's "Family Ties" crossover, in which Sara temporarily lost the Witchblade. Wohl promises a similar big event. "Ramifications will be far reaching," he said. "And this event reveals much, much more than last time." ■ JM

BROOME DIES

Silver Age star chronicled Flash, Green Lantern

BROOME

PHOTO BY BOB WAYNE

The man who helped give Green Lantern his light has passed. John Broome, the writer responsible for scores of 1960s *Flash* and *Green Lantern* tales, died on March 14, 1999. He was vacationing overseas when a heart attack struck.

Broome gained recognition in the '50s for his Justice Society work in *All-Star Comics*. That led to work with prominent DC characters in solo titles. Broome, who occasionally wrote under the pseudonyms John Osgood and Edgar Ray Merrit, is also credited with working on such lesser-known characters as Detective Chimp and the Atomic Knights. After 25 years in comics, Broome retired in 1970.

"Easygoing, lovable, very affable," is how former *Green Lantern* artist Gil Kane described Broome. "I think he should be remembered as a first-rate craftsman, which is, if we're lucky, the way we should all be remembered." ■ JR

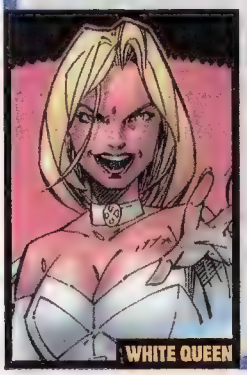
UP-TO-THE-MINUTE COVERAGE ON YOUR FAVORITE MUTANTS!

X-MEN WATCH

- Well, whaddya know? Looks like the quarterly *X-Men Unlimited* is finally going to matter. Changes sweep in with October's #25. *Unlimited* lead stories will tie directly into whatever storyline is currently running through the X-books, and backup talent will be only by the coolest of the cool. The first backup story? It's by Marvel Knights vets Paul Jenkins (*Inhumans*) and J.G. Jones (*Black Widow*).
- Apocalypse, the nasty-bad master of genetics, is gonna kick major ass in the X-books right around the turn of the millennium. He's also gonna be dressed for success with a redesigned costume by Wolverine artist Leinil Yu! While Marvel is keeping the new duds tightly under wraps, one thing is certain–Yu, who just finished a Bishop redesign, is quickly becoming Marvel's go-to artist.

APOCALYPSE

- Ever wonder how the Hellfire Club got to be so bad? Writer Ben Raab (*New Mutants* mini-series) will tell all in *X-Men: The Hellfire Club*, a four-issue September mini documenting the secret history of some of the X-Men's most dangerous enemies.



WHITE QUEEN

- A stolen peek at Marvel's planners shows us that the *Uncanny X-Men 1999* annual is the last X-book of the millennium. And every last dangling plotline that the X-creators are looking to tie up before the calendar rolls over will be resolved there. Fairly warned be thee.

NEWS&NOTES

AWESOME ENTERTAINMENT

Brigade #1 unites the young stars of the Awesome Universe (think **Kaboom** and Kid Supreme) in a new, ongoing series debuting in August.

COMIC BOOK LEGAL DEFENSE FUND

The CBLDF's new membership program carries a $25 annual fee. The membership card will feature art by **Frank Miller**, and members get access to CBLDF members-only events such as signings and parties. Contact the fund at 1-800-99-CBLDF or www.cbldf.org.

DC COMICS

Two more creators have just signed DC-exclusive contracts: *Starman* cover artist Tony Harris and *Batman: Dark Victory* artist **Tim Sale** are locked up by DC.

IMAGE COMICS

August sees **Mark Pacella** (*X-Force*) launch *Tooth & Claw*, the story of 65 million-year-old lovers reincarnated today to combat an ancient evil. The eight agents of the Noh go under the microscope in August with the ongoing *Kabuki Agents* series. Kabuki creator **David Mack** writes and Rick Mays (*Arsenal*) will draw the first storyarc focusing on the assassin named Scarab.

Writer/artist **Erik Larsen**, the third-most dangerous man in comics, goes double-barreled with two issues of *Savage Dragon* in August as #65 and #66 hit stands.

• Top Cow Comics

Ahoy, matey! August's *Fathom* #9 wraps up the book's first storyarc. The regular creative team of **Michael Turner** and Bill O'Neil are on deck, and two variant covers are available.

ONI PRESS

Whiteout: Melt is the sequel to the hit *Whiteout* mini-series. The same team of writer **Greg Rucka** (hot off a "Batman: No Man's Land" stint) and artist Steve Lieber presides in September.

SLAVE LABOR GRAPHICS

The twisted vision of **Jhonen Vasquez** (*Johnny the Homicidal Maniac*) returns in August's *I Feel Sick: A Book About a Girl* one-shot.

SMITH DIGS UP 'CLERKS: LOST SCENE'

Ravenous fans of writer/director Kevin Smith can gobble up yet another helping of his comic/movie goodness with *Clerks: The Lost Scene*.

The one-shot, written by Smith with pencils by Phil Hester (*Swamp Thing*), is scheduled for September release from Oni Press. Smith said the book will provide fans of his "Clerks" movie with an extra scene, where main character Dante learns that Julie Dwyer (No. 6 of his illustrious 12 sexual partners) died of a brain embolism in a swimming pool.

INSIDE DOPE This is your comic. This is your comic on drugs. Any questions?

"It's the scene we never showed in the funeral parlor, where Dante and Randal knock over the casket," Smith said. "It was written, we wanted to shoot it, but we opted to abandon the piece when it became clear that securing a funeral parlor—let alone a casket to knock over—was going to be tough."

Since Smith financed the film with his own maxed-out credit cards, he probably made the right decision at the time. But would he ever consider shooting the scene for a "director's cut" of the film? Don't count on it.

"The movie's long done, and I'd never pull a 'special edition' and shoot new stuff for a 20th-anniversary release, unless it was a scene in which Greedo shoots first," Smith said. "Doing the scene for the comics page was a good way to go." ■ **TRENT D. McNEELEY**

THUMBINGOFF

THE GOOD, THE BAD AND THE UGLY

THUMBS UP

'PHANTOM MENACE' HYPE What a feeling! For months, all was right with the world. Comic and sci-fi geeks everywhere had new toys to play with and a whirling rumor mill swirling about what might happen. By That Magical Wednesday–May 19, 1999–everyone was jazzed! The flick itself? It did okay too, grossing nearly $106 million its first five days.

KEVIN SMITH Fanboy *numero uno* keeps rolling with a new comic superstore and a prime-time "Clerks" cartoon on ABC. And he remains true to his comic-geek roots with a paunchy midsection. Fly, fatass, fly!

J.G. JONES He's come a looong way since the days of Defiant Comics' *Dark Dominion*. Jones' new artwork on Marvel's *Black Widow* is stunning, sexy and so full of action you get tired just reading it.

THUMBS DOWN

DARTH MAUL HYPE He looked cool. He *was* cool. But the man hoisted up as the main badass of "Phantom Menace" was on screen for what? Five minutes? Then he died? That's poor payoff for a face that made the cover of *Newsweek*.

WORDS AND PICTURES MUSEUM CLOSES It's a cryin' shame. One of the few places on Earth that could be termed a true comic book museum is no more. Standing face to face with a Frank Frazetta painting is an experience fans everywhere will now have to miss.

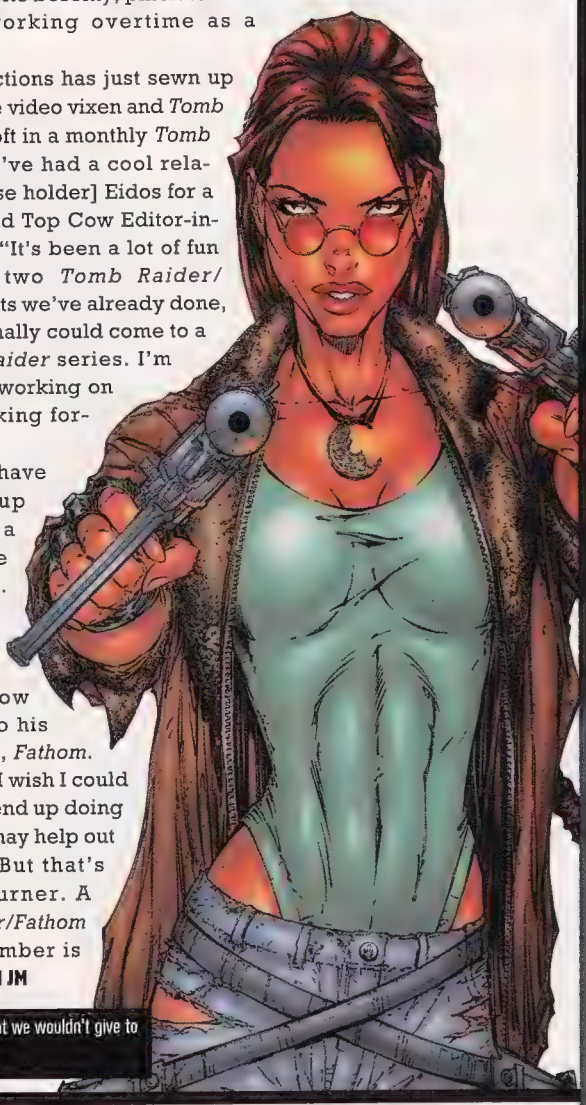
BEAU SMITH The *Undertaker* writer and Todd McFarlane's personal fart-catcher hasn't written us a nasty letter about anything in, like, a year. Whatever happened to the surly, nasty Beau we all used to know and love? Get off your hairy ass and write, dammit!

'COW NAILS LARA CROFT

Everyone's favorite bosomy, pixelated vid-kid is now working overtime as a comic star.

Top Cow Productions has just sewn up the license to feature video vixen and *Tomb Raider* star Lara Croft in a monthly *Tomb Raider* comic. "We've had a cool relationship with [license holder] Eidos for a long time now," said Top Cow Editor-in-Chief David Wohl. "It's been a lot of fun working on the two *Tomb Raider/Witchblade* one-shots we've already done, so we're glad we finally could come to a deal for a *Tomb Raider* series. I'm looking forward to working on the book, and looking forward to reading it."

While creators have yet to be lined up for the project, a November release date has been set. Popular artist/writer Michael Turner did both prior one-shots, but is now unavailable due to his creator-owned title, *Fathom*. "I love the project. I wish I could do it. I'll probably end up doing some covers and I may help out with some plots. But that's about it," says Turner. A Turner *Tomb Raider/Fathom* one-shot for December is also a possibility. ■ JM



DOUBLE BARRELED What we wouldn't give to see Lara Croft's gun rack.

ANNE RICE VAMPS UP THE COMIC SCENE

The vampire Lestat is coming to comics, and bringing famed horror novelist Anne Rice with him.

Sicilian Dragon Publishing will release *The Tale of the Body Thief*, adapting Rice's fourth "Vampire Chronicles" novel in 12 issues starting this September. Faye Perozich, who has adapted previous Rice works, will do the honors again, with Travis Moore penciling. And Rice herself will be in the driver's seat.

Sicilian Dragon is a new publisher founded by Rice's executive director, Ross Tafaro. Tafaro works out of Rice's home, allowing her total control. "I am overseeing *The Tale of the Body Thief* as much as I am able," Rice said. "Every face, every panel. I am giving 100 percent to this."

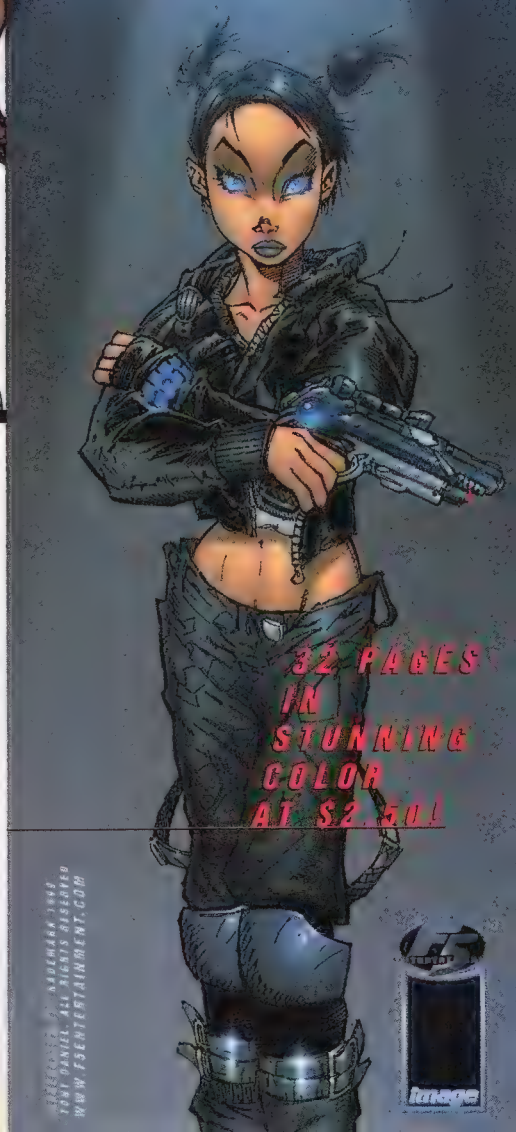
And Rice is adding something new for a public always starved for her material: A previously unpublished television treatment, "Earth Angels," will be serialized in the books.

But why comics? "I have a special and overwhelming love for this medium," Rice said. "We have only scratched the surface of what can be done with comics and the graphic novel." ■ TDM

THIS AUGUST...
THE MERGING OF FLESH AND MACHINE IS UNVEILED.

ADRENALYNN
ШЕАРФИ ФF ШАЯ

BY TONY DANIEL AND MARTY EGELAND



32 PAGES IN STUNNING COLOR AT $2.50!

TONY DANIEL. ALL RIGHTS RESERVED
WWW.ESSENTERTAINMENT.COM

Image

MARVEL'S NEWEST A-TEAM

'Avengers Mania' runs wild as Marvel works overtime to meet demand

You can call the red-hot Avengers a lot of things: Earth's Mightiest Heroes. Marvel's A-Team. Just don't use the f-word.

"The Avengers are NOT a 'franchise,'" stressed *Avengers* editor Tom Brevoort. "Once you start looking at something as a franchise, it starts losing what makes it special."

"Franchise" or not, they're *huge*. The *Avengers* ongoing is Marvel's best seller that doesn't have an "X" in the title. *Avengers Forever*, a 12-issue mini-series, has been a consistent top-20 book. And continued success breeds new Avengers projects. The second half of 1999 will see a major mini-series, a Saturday morning cartoon with a comic tie-in, an Avengers spinoff, and a cool one-shot.

DOMINATION FACTOR

In a year of big events, the biggest party of all is in...years past?

Avengers: Domination Factor is a four-issue mini-series launching in September written and penciled by Jerry Ordway (*Avengers* #16-#18). In it, the Avengers go back in time to inhabit their younger bodies in a desperate quest to defeat a cosmic threat. Ordway says the roster will feature the core Avengers: Thor, Captain America, Iron Man, Scarlet Witch and the Vision. "There will be fun continuity stuff for the old guys who get it, but plenty for new readers, too," Ordway said. And inhabiting their younger bodies may not be too easy. Iron Man, for example, will find himself in a body still wracked by alcoholism. The Scarlet Witch is still running with the villainous Magneto.

THE A-TEAM The gang's all here...except for B.A. Barracus...and Howlin' Mad Murdock...and Face...and Hannibal.

AVENGERS UNITED

As a Saturday morning "Avengers" cartoon debuts this fall on Fox, *Avengers United* will follow the team's exploits in print. Animated veteran Ty Templeton (*Gotham Adventures*) will write the September launch, with an artist yet to be determined. Even though the book will be based on the show's continuity, Brevoort said *Avengers United* will come out of the gate with new stories and not adapt TV episodes. The first issue will provide an origin story for this Avengers line-up—Hawkeye, Falcon, Scarlet Witch, Vision, Ant-Man, Tigra, Wasp and Wonder Man.

SPIN CITY

"The response to *Avengers Forever* has been very positive," Brevoort said of the mini-series featuring a team of Avengers assembled from different time periods. "The people who were saying, 'There's no Iron Man, no Vision, why should we care?' are realizing that this group is a viable team." Brevoort confirms that a new, as-of-yet-untitled series will spin out of *Avengers Forever* in November. "A writer of note is attached," Brevoort said, "and I can tell you it won't be an *Avengers* book, at least not in title."

FLASH BACK

Ironically, *Avengers Forever* had unintended and happy consequences. Bruce Timm, co-producer of the Warner Bros. "Batman" and "Superman" cartoons, drew an *Avengers Forever* cover. Brevoort liked it so much that he contacted former *Avengers* scribe Roger Stern to create an entire story for Timm to draw. Thus was born *Avengers* #1 1/2, a one-shot set between issues #1 and #2 of the original 1963 *Avengers* series. "Interestingly, it's the first and only story where the original Avengers—Hulk included—act as a team," Stern said. Stern also promised the young team will take on "a classic villain from the earliest days of Marvel." ■ **JAMES BUSBEE, WITH ADDITIONAL REPORTING BY TRENT D. McNEELEY**

'WIZARD WORLD' SNAGS NASH & MORE

PEEP SHOW Get an early look at Big Sexy's book.

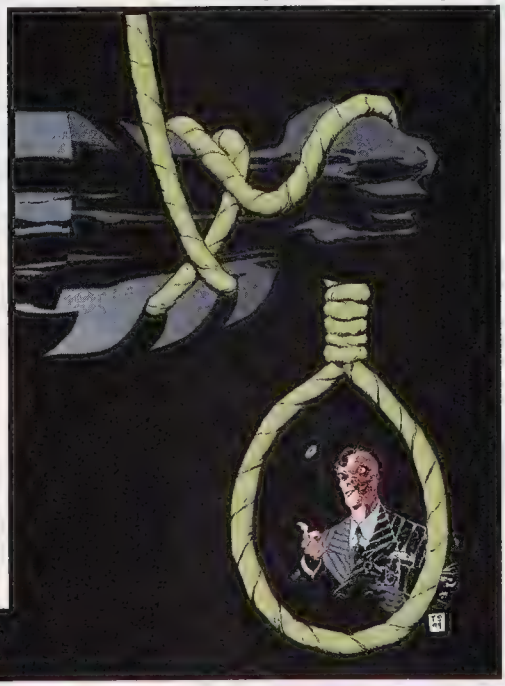
A word of advice to those traveling to this year's Wizard World Chicago convention, July 16-18 at the Rosemont Convention Center: Bring an extra suitcase. You'll need it to bring back all the exclusive comics available.

No less that eight con exclusives will be ripe for the plucking at the show, including many first appearances. They include:

- *Alley Cat* #1. The new Image title featuring former *Playboy* Playmate Alley Baggett debuts with a Wizard World-specific cover.
- *Batman: Dark Victory* #0. The new DC series from Jeph Loeb and Tim Sale debuts with a convention-exclusive cover.
- *The Epitaph* #1 Premiere Edition. See the new Image creation from *The Tenth* writer/artist Tony Daniel two months before the regular series hits.
- *Frank Frazetta Fantasy Illustrated* #8. A Wizard-exclusive cover is painted by mega-star Alex Ross (*Earth X*).
- *Lionheart* #1. The new thing from Awesome Entertainment superstar Ian Churchill debuts with a con-exclusive cover.
- *Nash Preview Edition*. WCW wrestling superstar Kevin Nash is in the house with a preview of *Nash*, his new Image series.
- *Rising Stars* #1 Premiere Edition. The mind of J. Michael Straczynski ("Babylon 5") has spit out 113 new superheroes for Top Cow. See 'em all here.
- *Wu-Tang Clan Preview Edition*. Avalon Studios unleashes the popular rap act in a comic all their own.

And Kevin Nash will be at Wizard World in his first-ever convention appearance. "I've already wrestled Goldberg, so this convention is the last unknown frontier," Nash said.

Sound interesting? Thought so. For con information or tickets, call 1-800-690-1669. ■ JM



ROPE A DOPE Sorry, Mr. Nash. We didn't mean you.

OOPSIE DAISY!

OUR BAD!

THE LIMITED-EDITION Darth Vader Bronze Statue featured in *Wizard* #94's "Stuff" section is a joint venture between Dark Horse Comics, Inc. and Bowen Designs...The prizes from *Wizard* #95's "Homemade Heroes" contest were furnished by Matt Hawkins...The photo of James Bond in *Wizard* #95's "Video Stuff" column is from the Everett Collection.

On September 15th... a new horror will be unearthed from the Spirit World...

Created by Tony Daniel

Writing and art by Tony Daniel

Colors by Drew

Monthly

Reserve your copy today at your local comic shop!

EPITAPH is trademark and copyright 1999 r5 Entertainment www.r5entertainment.com

LAST MAN STANDING

comic battles you never thought you'd see

IRON MAN VS. GREEN LANTERN

THE COMBATANTS

TALE OF THE TAPE

6'1"	HEIGHT	5'11"
225 lbs.	WEIGHT	175 lbs.
73"	REACH	71"
Long Island, NY	HOMETOWN	Southern California
Booze	WEAKNESS	Insecurity
The Wasp	BAGGED	Wonder Girl

Gravely injured during an act of industrial sabotage, billionaire genius Tony Stark created a high-tech suit of armor to keep himself alive. Although he no longer needs it as a means of survival, Stark constantly updates the suit to fight corruption and super-powered villains as the Avenger called Iron Man!

Struggling commercial artist Kyle Rayner's life took a serious turn when the last surviving Guardian of the Universe handed him a Green Lantern power ring, one of the universe's most awesome weapons. Limited only by his imagination and willpower, Kyle now fights the good fight as the current Emerald Knight, Green Lantern!

tha winnah... Repairing a Stark-Fujikawa satellite, Iron Man catches somebody snooping around and blasts a low-level repulsor ray at the culprit: a surprised Green Lantern, who's knocked clear off the satellite. Unable to voice an explanation in the vacuum of space, GL waves Iron Man off. No dice. Shell-head's frontal assault gets rebuffed by GL's emerald shields, who smacks Stark with a giant, ring-generated oilcan. Recovering quickly, Iron Man rapid-fires a spray of repulsor rays. But at the last second, GL creates a U-shaped tube, sending the blasts right back at their source, giving IM a taste of his own medicine. Realizing he's outpowered, Iron Man spots GL's greatest strength *and* weakness: his ring. Using his image inducer, IM surrounds GL with a dozen holographic Iron Men, baffling his young opponent. His computer-targeted weapons locked on GL's right hand, IM fires a barrage of pulse blasts, shoots over and snags the ring from GL's hand, before KOing him with one punch.

this month's battle drawn by JIM CALAFIORE

FIRSTLOOK

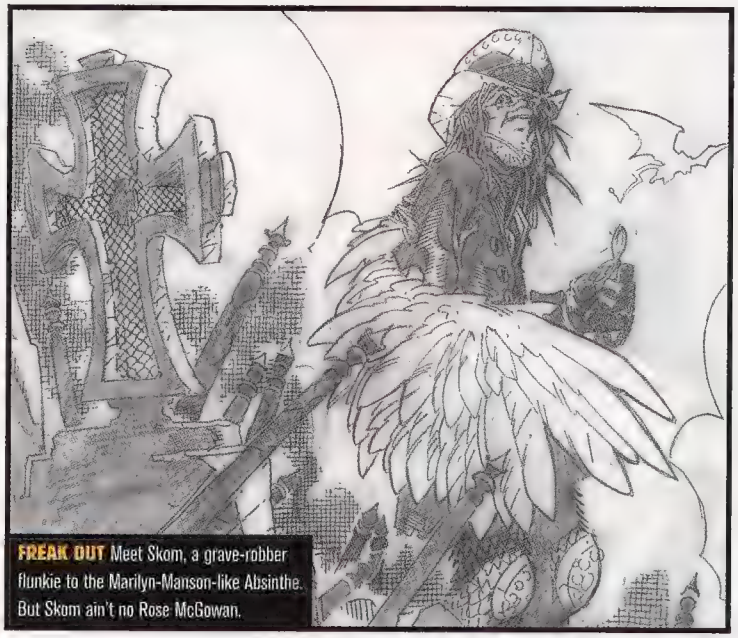
STEAMPUNK

X-Men vets Chris Bachalo and Joe Kelly pump up Cliffhanger with a sci-fi sizzler

Never call Chris Bachalo an underachiever. "It's an industrial, gothic, sci-fi, action-adventure love story," the artist laughs, talking about his new book, *SteamPunk*. "Can I *do* all that in one book?"

Bachalo will certainly try this January with *SteamPunk*, as the former *Uncanny X-Men* artist debuts as a member of the ultra-hot Cliffhanger imprint. Fortunately, Bachalo will have help—former *X-Men* scribe Joe Kelly has signed on as Bachalo's co-writer and co-owner for the creator-owned book. "Joe is amazing!" Bachalo marvels. "He comes up with the most *incredible* names."

Those names include *SteamPunk*'s main character, Cole Blaquesmith. "Cole is in love with a girl named Fiona in the 1700s," Bachalo says. "Problem is, she's ill. And she's going to die because medical science is not too advanced."



FREAK OUT Meet Skom, a grave-robber flunkie to the Marilyn-Manson-like Absinthe. But Skom ain't no Rose McGowan.

Enter Dr. Mortimer Absinthe, whom Bachalo describes as "this frightening, Marilyn Manson look-alike who gets off on performing weird, diabolical experiments." Absinthe has a time machine and sends Cole from his native 18th century to the future to gather technology to save Fiona. But upon Cole's return, Absinthe betrays him and uses the tech for his own evil ends. After their confrontation, he leaves Cole for dead, one arm ripped off and his heart torn out.

Thankfully, a benevolent doctor finds Cole and grafts a steam-powered arm and a blast-furnace heart to him to save his life. Placing Cole in a sealed container to heal, the doctor sets a timer to release him in one year. "Then things go wrong," Bachalo says. "Cole doesn't emerge for 100 years. He wakes up in 1830s London, in a world run by an immortal Absinthe."

It's a "steam punk" world, which Kelly describes as "a subgenre of science fiction that deals with what happens when technology arrives too soon." Kelly adds that Cole becomes "sort of a freedom fighter to the people of London, all the while wondering what happened to his ladylove."

Together, the creators have extended plans to follow Cole in his struggles against Absinthe. "We've got the whole epic-plan thing laid out," Kelly says. "Overall, it's about a 25-issue story with a planned end. But it'll be a very open-ended franchise. We could just start following other characters through this weird world we've created."

Other characters will abound, as Bachalo and Kelly plan cameos by real figures from the period—but there's a twist. "The world is changed by what Absinthe has done," Kelly warns. "If we have Abraham Lincoln walk through, he might be a Cherokee shaman warrior. Our question for these things will be, 'What if we took history, and put it on crack?'"

All of this steam, history and crack should excite fans and fit nicely in the Cliffhanger line-up, according to Bachalo. "I really want to make this a sci-fi vehicle," he says. "That's an area not really covered now by Cliffhanger. And I think Joe and I can make it sing."

Wizard *Senior Staff Writer Jim McLauchlin thinks* BeerPunk, *his tale of a drunk and disorderly comic book journalist, would sing as a Cliffhanger title.*

BY JIM McLAUCHLIN

FULLSTEAM

THE DILLY-O

Cliffhanger's newest ongoing series by Chris Bachalo and Joe Kelly slated for a January 2000 debut.

WHY YOU CARE

Mix two ex-X-Men creators with the hot Cliffhanger imprint and you get a series that has heat six months before the first issue ships.

DID YOU KNOW?

The original Cliffhanger trio of J. Scott Campbell, Joe Madureira and Humberto Ramos tagged Bachalo to join them when they first formed the imprint, but Bachalo wished to fulfill his Marvel contract.

FIRST LOOK

X-MANIA

You'll never look at the X-MEN the same way ever again. (We promise.)

By the *Wizard* staff

MANY UNHAPPY RETURNS

Ten ways Wolverine WON'T get his adamantium back

It's the worst-kept secret in comics. "Wolverine's 25th anniversary is in October," says *Wolverine* editor Mark Powers. "There will be a big event there. It doesn't require that much intelligence to figure out what it will be."

Yep, six years after it was forcibly ripped from his skeleton by Magneto, Wolvie is getting his indestructible adamantium back. And that's all Marvel wants you to know. It ain't tellin' how it'll happen. But here's a few ways we know Wolvie *won't* get the metal back, straight from *Wolverine* writer Erik Larsen himself...

10. "Wolverine wakes up naked in a burning field with amnesia, the adamantium back and a belly full of cheap hooch."

9. "Lap dance. Other things might...uh...solidify, but we're not talkin' adamantium-solid."

8. "Adamantium enema."

7. "Wolverine gets bitten by an adamantium spider."

6. "Wolverine and Ultron get 'really close,' if you know what I mean."

5. "Trying to save young Rick Jones from an adamantium bomb, Wolvie gets caught in an adamantium explosion. He turns green, and the rest is history."

4. "One day while checking the X-Mansion's mail, Wolverine receives a letter from Ed McMahon saying, 'Mr. Logan–You may have already won an adamantium skeleton!'"

3. "Wolverine swaps heads with Sabretooth."

2. "It's revealed that this hasn't been the real Wolverine for the past five years, but instead some actress from Duluth with really killer make-up and a nasty disposition."

1. "Two words: adamantium burritos."

WOLVERINE ILLUSTRATION BY JACK GRAY

FAKING IT

So you're an X-Men guru. Well, Poindexter, we've compiled a list of some o' the wackier X-plots to ever grace a comic book page. Thing is, one of the following plots is completely made-up. Can ya guess which one?

1. Pissed off at being neglected, a Jean Grey clone, with her cardboard-like personality, strikes a deal with a vicious demon-lord to cast a spell that'd turn all of Earth into one giant demon-gorged hellish wasteland, sparked by the sacrifice of her baby son!
2. Thanks to a meddling cosmic sorceress, the X-Men are completely invisible to radar, TV, cameras–basically, everything except the naked eye–so they hang out with a scrawny aborigine in the outback of Australia!
3. Feeling nostalgic, the original five X-Men reunite to form a team of mutant-hunters who spew nasty anti-mutant sentiments, but secretly help sad-sack mutants by offering them a safe haven and a place to hone their nonsensical skills!
4. When pasty British telepath Betsy Braddock gets tossed through the mystical Siege Perilous, she merges and partially switches minds with a Japanese ninja, which works out pretty good for Betsy, 'cause her old body (with the ninja's mind in it) contracts the Legacy Virus and gets killed by her ex-boyfriend!
5. After finding herself in the Savage Land, Polaris gets imprisoned by a super-powered nutjob of a priestess, who uses that monkey-man High Evolutionary's technology to steal Polaris' magnetic powers, causing Polaris to beef up in size to Lou Ferrigno proportions!
6. The mutant-hunting Nanny and the Orphan Maker transform Storm into a teenager with no memories of her adult life, where she runs from a bevy of baddies, and doesn't "grow up" until she touches Cyclops on his head!
7. In order to fend off an impending alien invasion, Prof. X hires a body double to take his place, who soon dies a tragic death, when–surprise!–Prof. X reveals to a stunned group of poorly dressed X-chumps that he wasn't killed after all, and they fight the alien menace together, beating 'em and then the entire alien race kills itself!
8. Under a lot of mental strain and not feeling himself, Prof. X reveals to Jean Grey that he's always had the hots for her from when she was a wee girl, and when she says he's crazy, he then brands her forehead like a piece of cattle!
9. Holding the world hostage, an evil alien with a bad haircut forces the X-Men to steal the cosmic Crystal of Ultimate Vision, but only Wolverine finds it, gains its godlike powers, decides to give 'em up three seconds later and, by doing so, allows humanity to evolve to its next stage!
10. A raucous softball game between all of the X-teams gets crashed by an evil Sentinel, and, after it gets pummeled, reveals it ain't a bad Sentinel–it just wanted to warn the gang of impending doom!

ANSWER: Uhh. . . we hate to admit it, but every single one listed is all too real. Here, we'll prove it: 1. *Uncanny X-Men* #239–#243. 2. *Uncanny X-Men* #229. 3. *X-Factor* #1. 4. *X-Men* vol. 2 #21–#22, #31. 5. *Uncanny X-Men* #249–#250. 6. *Uncanny* #212. 7. *Uncanny X-Men* #42, #65. 8. *X-Men* vol. 2 #53. 9. *Uncanny X-Men Annual* #11. 10. *Uncanny X-Men Annual* '96

UNCANNY X-CREMENT

One's the hottest purchase to comic book readers. The other's the godsend to poor saps with cement in their bowels. They live in totally different universes but there can be only one in the end. It's kick-ass time, sports fans, as a box of Ex-Lax takes on the X-Men!

X-MEN VS. EX-LAX

TOLERANCE	
Don't take no crap **EDGE: X-Men**	Forces you to take a crap
BONUS USES	
Collectors' items, papier mache	Brownie surprise **EDGE: Ex-Lax**
TWO GOOD?	
Issue #2 came out a long time ago	#2 comes out almost immediately **EDGE: Ex-Lax**
PLACE TO BUY	
Comic book store, next to issue of *Conan*	Drug store, next to condoms **EDGE: Ex-Lax**
AVAILABLE FORMS	
X-Men or *Uncanny X-Men* **EDGE: X-Men**	Pills or chewable chocolate
ACTIVE INGREDIENT	
Alan Davis, the writer who makes it all go smoothly **EDGE: X-Men**	Sennosides, the chemical that makes it all go out smoothly
RELATED QUOTE	
"I'm the best there is at what I do."	"God DAMN, my ass is on fire!" **EDGE: Ex-Lax**

THE WINNAH

and Ex-Lax flushes Marvel's mutants down the toilet, winning 4-3! Just goes to show you that reading a good comic in the can can't beat the desperate need to sit on one.

PROF. X SHOULD BE DEAD

Toast. Dirt nap. Pushin' up daisies.

That's what Professor Charles Xavier should be, after all the crap he's endured. Yet still he perseveres as the X-Men's mentor and benefactor. You'd think he'd just get the hell outta this superhero biz. Take a look at what the Prof. has had to, uh, walk away from.

LEGS CRUSHED A block fell on 'em. (*Uncanny X-Men* #9)

HAD SEX WITH AN ALIEN Hey, who knows where she's been?

CONT'D →

X-MEN 'ROUND THE WORLD

Professor Xavier's world view for peaceful coexistence between humans and mutants is truly a world view. So ol' Chuck has recruited X-people from the four corners of the globe. Wonderin' what everyone's passport sez? Well here you go....

BANSHEE Faith and begorrah, boyo! The master of the sonic scream hails from Ireland.

COLOSSUS *Boize mo!* This armored X-Men comes from the Russian state of Siberia.

GATEWAY This lame-ass teleporter of few words is from Australia.

MAGGOTT The mystery man with two metal maggots at his command is a native of South Africa.

MAGNETO 'Member, he used to lead the team. The Master of Magnetism and part-time X-nemesis grew up in Germany.

NIGHTCRAWLER Kurt Wagner, everyone's favorite fuzzy elf, calls Germany his homeland.

PSYLOCKE Although she now looks Asian after a trip through the reality-altering Siege Perilous, Betsy Braddock is as British as you get.

SUNFIRE The hot-headed atomic mutant is from the land of the rising sun--Japan.

WOLVERINE While little is known about Wolverine's mysterious past, one thing is certain: He's from Canada, eh?

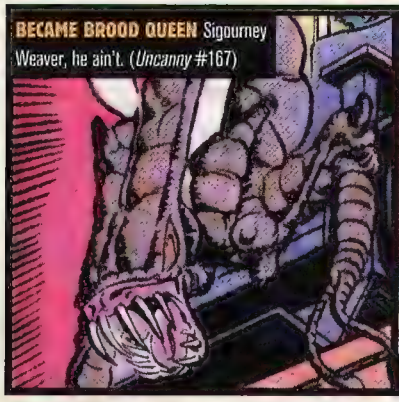
And **STORM**? Well, even though she was worshipped as a goddess in Africa, the X-Men's weather witch was born in the good ol' USA.

WRITE NOW

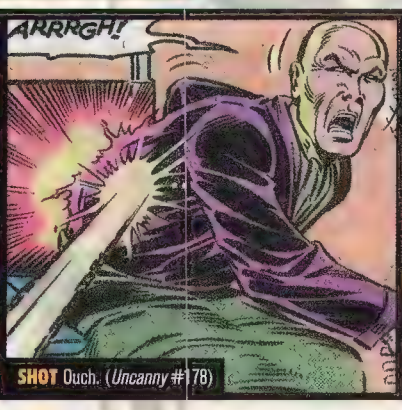
Create your very own X-Men plot!

Think you can write an X-Men story? Maybe. But before you ship off your pitch off to Marvel,* Wizard*'s devised a little exercise for ya. Without looking at the story, just fill in the blanks with the appropriate word and only read it after you're done. Who knows, you may just be the next Chris Claremont...

It was a typical sunny morning at the X-Mansion, as _____ (X-Man) was violently awoken by a loud _____ (Sound Effect). Rushing downstairs, it seemed Professor X had _____ (Verb Past Tense) his _____ (Noun) again. Wolverine started helping him with his _____ (Food), but before anyone really knew what happened, there was a bright flash of light and they were all whisked away to _____ (Place). There, standing _____ (Adverb) above them was _____ (X-Villain) holding what looked like the remains of _____ (X-Man). Shocked at the implications, the X-Men launched a unified _____ (Noun) but were stopped dead in their tracks by the appearance of a pasty-skinned, _____ (Adjective) creature who was shoving _____ (Plural Noun) into his mouth. Then _____ (X-Man) let loose some serious _____ (Mutant Power) at the _____ (Adjective) foe, only to be thwarted by a time-traveling mutant named _____ (Chess Piece), who came back from the _____ (Century) to stop _____ (X-Man) from turning traitor and _____ (Verb Present Tense) the entire X-Men team. As the X-Men regrouped, _____ (X-Man) stubbed his _____ (Body Part) and fell into a patch of _____ (Alien Race) eggs. _____ (Loud Sound Effect)! Suddenly, the sky cracked open and the _____ (Adjective) _____ (Bad Mutha X-Villain) emerged, swooped down and took control of _____ (X-Man)'s body. As if things couldn't get any worse, a rowdy bunch of _____ (Adjective) _____ (Plural Noun) started throwing _____ (Plural Object) at the team, hitting Prof. X in the _____ (Body Part). With that, the _____ (Shape)-haired Legion popped up, _____ (Bodily Function Past Tense), and changed reality to the _____ (Alternate Reality). **THE END**



BECAME BROOD QUEEN Sigourney Weaver, he ain't. (*Uncanny* #167)



SHOT Ouch. (*Uncanny* #178)

BEATEN BY A RACIST MOB KOed with a brick to the head! (*Uncanny* #192)

ANIMATION FOR A NEW GENERATION!™

www.advfilms.com • email: info@advfilms.com

stay on their good side

Based on the comics by LEIJI MATSUMOTO

QUEEN EMERALDAS

For Love. For Honor. For Vengeance.

From Leiji Matsumoto, the acclaimed creator of STAR-BLAZERS and Galaxy Express 999 comes a new masterpiece! Branded a pirate by a tyrannical galactic government, the enigmatic Emeraldas sails the Sea of Stars like the privateers of old, fighting those who would destroy freedom.

release date: 7/27/99

dub: $19.98 sub: $29.95

DIRTY PAIR 2

Saving the Galaxy is Child's Play

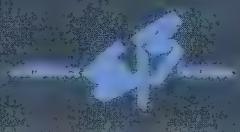
When 300 space miners are wiped from the face of a planet by the "Wrath of God", the Dirty Pair are sent to placate the disgruntled deity. Then the Pair take unlikely roles as nursemaids to a band of delinquent prodigies. It's a desperate situation, and the Dirty Pair are the galaxy's last hope to discipline the unruly bunch.

release date: 7/27/99

dub: $19.98 sub: $29.95

ORIGINAL DIRTY PAIR © Takachiho & Studio Nue • SUNRISE

AVAILABLE FROM:



X-RATED

The 10 dirtiest X-Men quotes of all time

Y'know, with a name like "X-Men," you'd think Marvel's merriest mutants were some sort of porn stars. Well, you wouldn't be far off. After a little digging (alright, a *lot* of digging), we uncovered a number of X-quotes that when read out of context take on an entirely new meaning. Just don't blame us if you feel dirty when you're finished.

10. "Though we've never met until today, Professor, I willingly submit myself to your probe."

–**Revanche**, *X-Men* (vol. 2) #21

9. "Even if I took it all, Ororo, it still wouldn't be enough."

–**Jean Grey**, *Uncanny X-Men* #108

8. "Yeah, butter him up if you want."

–**Iceman**, *X-Men* (vol. 2) #30

7. "Now, get undressed and tell me what this mess I'm looking at is."

–**Dr. Reyes**, *Uncanny X-Men* #351

6. "So all I have to do is cut through the straps with a laser bolt and yank it off!"

–**Dazzler**, *Uncanny X-Men* #218

5. "My telekinetic power is handling the load just fine."

–**Phoenix**, *Uncanny X-Men* #127

4. "I've no time to be gentle."

–**Colossus**, *Uncanny X-Men* #106

3. "And if you don't behave, I shall do the same to your mouth."

–**Psylocke**, *Uncanny X-Men* #276

2. "Six X-Men in under 60 seconds...? To think I felt I'd past my prime several hundred years ago."

–**Apocalypse**, *Uncanny X-Men* #295

1. "Now as the rod begins to sag, maintain your balance...on one finger! Hold it! Hold it!"

–**Professor X**, *Uncanny X-Men* #1

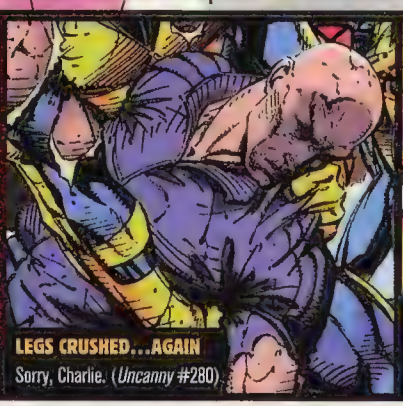
NAME GAME

Can you identify these X-people? Good luck.

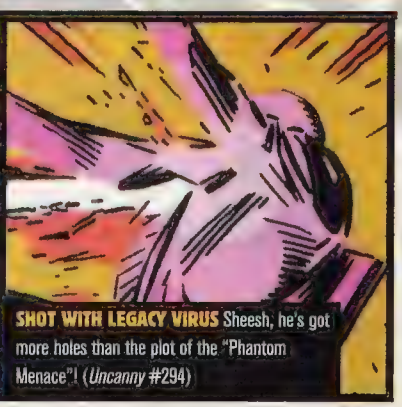
Let's play a game. Through computer trickery, we've distorted a handful of X-Men members, villains and supporting characters. You X-man enough to figure out who's who? Give 'er a whirl. If you can.

ANSWERS: 1. Gateway. 2. Artie. 3. Madelyne Pryor. 4. Vertigo. 5. Iceman. 6. Silver Samurai

HEART ATTACK "I'm...having...chest pains!" (*Uncanny* #200)



LEGS CRUSHED...AGAIN Sorry, Charlie. (*Uncanny* #280)



SHOT WITH LEGACY VIRUS Sheesh, he's got more holes than the plot of the "Phantom Menace"! (*Uncanny* #294)

FILL IN FOR MR. FANTASTIC BETWEEN ISSUES

KRAK

Just 'cause you finished that comic book doesn't mean the fun's over. The *Marvel Super Heroes*™ Adventure Game lets you and your buds battle the scum of the Marvel Universe . . . *as* your favorite super heroes!

This just in: *The Reed Richards Guide to Everything*. Mr. Fantastic shares his smarts with you while strrrrrretching the rules of play. So now the game packs more action than ever.

NEW!

Ask for all the *Marvel Super Heroes* Adventure Game products at your local comic or game store.

MARVEL SUPER HEROES ADVENTURE GAME

AS REAL AS IT GETS.

SILVER ANNIVERSARY TSR

COMIC SHOP LOCATOR SERVICE 888-COMIC-BOOK 888-266-4226

MARVEL® COMICS

Questions? Call (800) 324-6496 or visit our website at <*www.tsr.com*>. For a store near you, go to <*http://locator.wizards.com*>.

MARVEL COMICS, **Marvel Super Heroes,** and the names and distinctive likenesses of all characters mentioned are trademarks of Marvel Characters, Inc., and used under license. The Silver Anniversary logo is a trademark of TSR, Inc. TSR, Inc. is a subsidiary of Wizards of the Coast, Inc. ©1999 Wizards of the Coast, Inc.

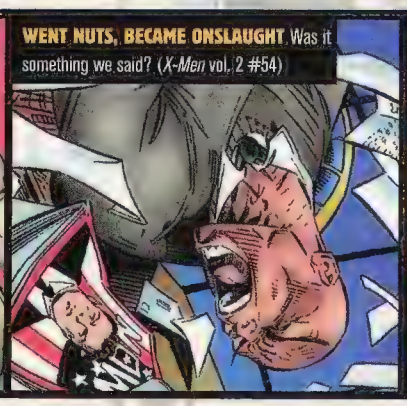
FACE OFF

What if your favorite X-creator teams became ONE GUY?

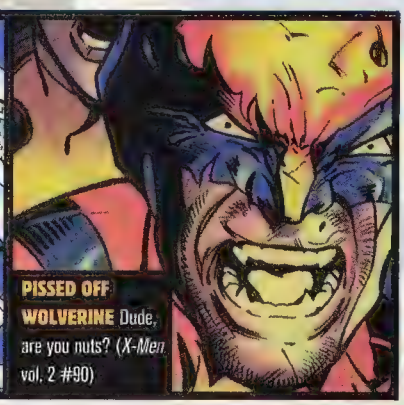
Like death and taxes, the breakup of your favorite X-Men creative team's inevitable. But what if we took away the "creative differences" and "need to do other projects," and squished the writer and artist into one guy? No fuss, no muss–only great X-books! Here we merge some faves and see what kinda guy we get.

WRITER		ARTIST		?????	WRITER		ARTIST		?????
Chris Claremont	+	Jim Lee	=	Chris Glee	Steven Seagle	+	Chris Bachalo	=	Chris Seagale
Fabian Nicieza	+	Andy Kubert	=	Bert Fabio	Scott Lobdell	+	Joe Madureira	=	J. Scott Madloh
Alan Davis	+	Alan Davis	=	Big Al	Chris Claremont	+	John Byrne	=	Dave Cockrum

KILLED Accidentally offed by his own kid. (*X-Men* vol. 2 #41)



WENT NUTS, BECAME ONSLAUGHT Was it something we said? (*X-Men* vol. 2 #54)



PISSED OFF WOLVERINE Dude, are you nuts? (*X-Men* vol. 2 #90)

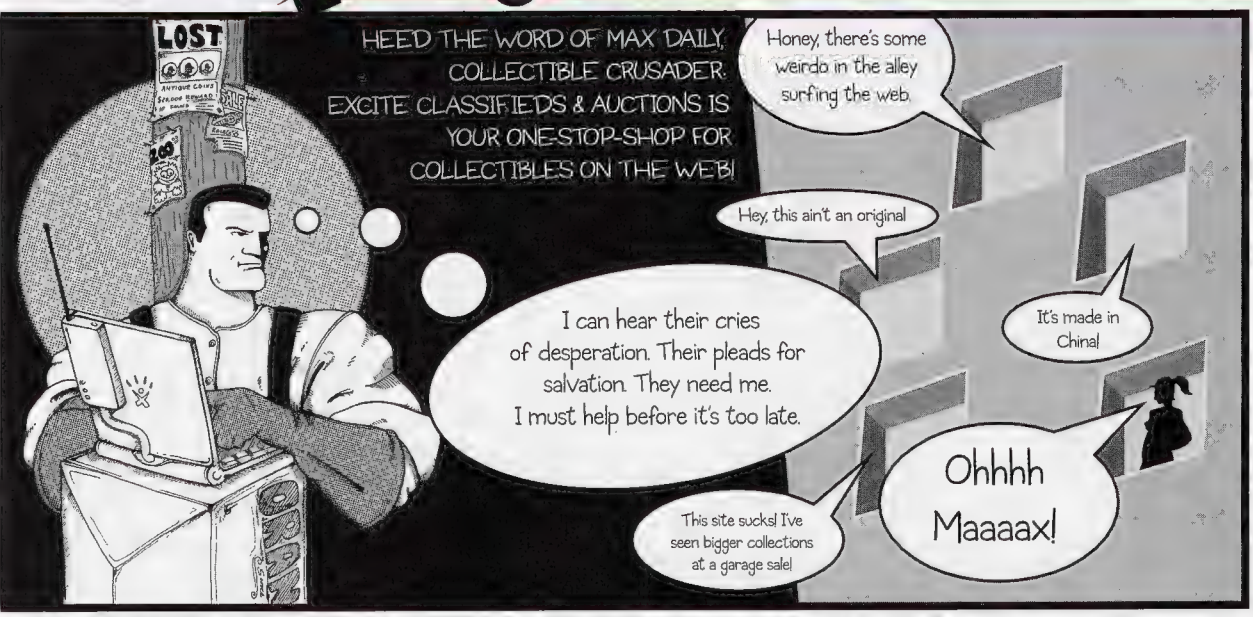
excite™ classifieds & auctions

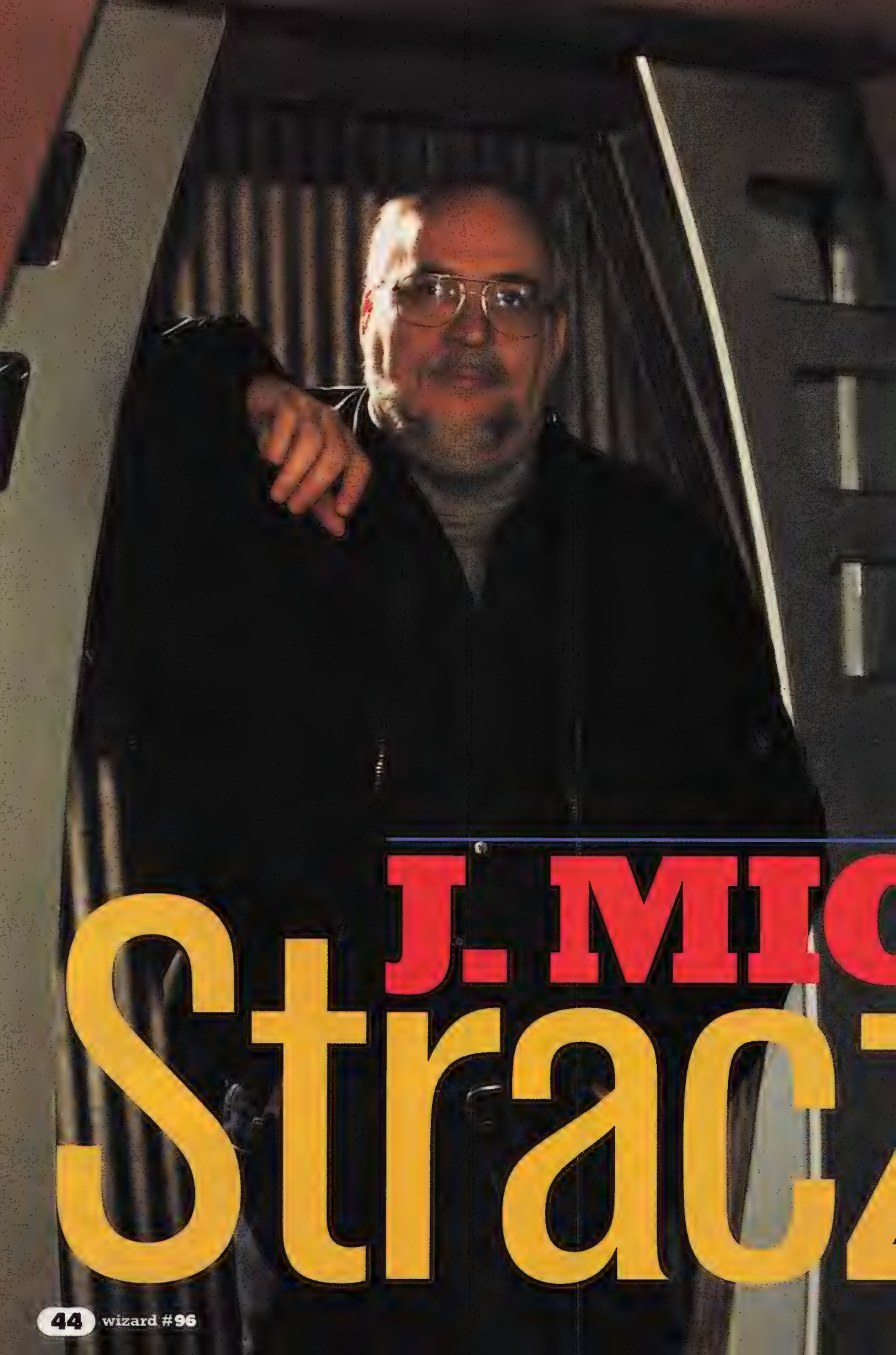
www.excite.com

MAX DAILY

COLLECTIBLE CRUSADER

Max says: "Spend Less Time Searching And More Time Collecting!"





J. MIC
Stracz

THE WIZARD Q&A

BY MICHAEL GOLDMAN • PHOTOS BYRON J. COHEN

Superman buff and 'Babylon 5' creator **J. MICHAEL STRACZYNSKI** makes a triumphant return to comics with 'Rising Stars'

A small, but impressive, Superman Island floats peacefully in the sea of "Babylon 5" memorabilia that dominates J. Michael Straczynski's office. That "island" takes the form of a framed collage of original Curt Swan pencil drawings depicting the Man of Steel, surrounded by other Swan artwork illustrating Superman's origin. Besides being one of Straczynski's prized possessions ("Curt Swan's version will always be the definitive version of Superman," he says with authority.), the Superman wall serves as a clear tip-off: This guy's a fanboy at heart.

But Straczynski, creator of TV's "Babylon 5" and its spin-off, "Crusade," ain't your average comic fan—he gets to write 'em as well. Known to friends and fans as Joe, Straczynski makes the rare transition from TV to comic books in July, when his *Rising Stars* debuts. *Rising Stars*, a 24-issue, creator-owned maxi-series from Top Cow Comics, details the lives and adventures of a group of people with superhuman powers (called "Specials") set in a small Midwestern town over the course of several decades.

Straczynski wrote a handful of comics in the past, including a brief *Babylon 5* series from DC. But until now, comics had always represented brief flights of fancy, distractions or marketing tools for an overworked TV producer. Indeed, Straczynski's thinning, graying hairline speaks volumes about the bloody battles he has waged over the years with corporate television forces to launch "Babylon 5," to keep it on the air, and more recently, to keep "Crusade" alive. His latest battle revolves around TNT's decision to put "Crusade" essentially on hold after 13 initial episodes because the network "wants to see how it goes," says a somewhat piqued Straczynski.

Therefore, for the first time in ages, Straczynski has the time to work on a project like *Rising Stars*. Compared to television, he says, the business of comic books has been a breath of fresh air.

"I had a lot more hair back when I first created 'Babylon 5,'" jokes Straczynski. "It was a lot darker, too. So working on something like *Rising Stars* has been almost a creative tranquilizer for me."

Just like his Superman Island does to us. So let's come aboard

CHAEL
zynski

VITAL STATS

NAME: Joseph Michael Straczynski
OCCUPATION: Writer/television producer
BORN: July 17, 1954 in Paterson, N.J.
BASE OF OPERATIONS: Los Angeles
CAREER HIGHLIGHTS: Creator/writer/producer of TV's "Babylon 5" and "Babylon 5: Crusade"; wrote issues of *Star Trek, Teen Titans Spotlight* and *Twilight Comics*, as well as *Babylon 5* for DC. Currently writing creator-owned series, *Rising Stars*, for Top Cow.
MOST CHERISHED POSSESSION: A cape made from the same bolt of cloth that George Reeves' cape was made from on the 1950s "Superman" TV show.

"Joe's Island" for a three-hour tour. But don't touch the merchandise.

WIZARD: **Why comic books? Most guys try to get from comics to television or film. You went the other way.**

STRACZYNSKI: That's easy. I have always loved comic books. I read them as a kid, and I read them today. I grew up on them, I learned to read from them, and I came to realize they are a very influential medium. I remember when comic books cost 10 cents. I read mainly the Silver Age titles, especially Superman—he was always my favorite—back in the late '50s and early '60s. I have thousands of them to this day, but I had to start collecting over again in high school and college, because when I was around 12, my father decided comics were responsible for my grades falling. He tore them up in front of me, traumatized me to this day. He didn't understand that comics helped me learn to read, not the other way around.

Writing comics, of course, scares me to death because it is a much different medium, but I think it is good to do that which scares you.

Different in what way?

Well, there are *some* similarities. I had complete creative control over "Babylon 5" and I have complete control of *Rising Stars*—artwork, the fonts, everything. But the method of writing is different, *how* you tell the story. And the way you collaborate is different. I was very involved in working with the visual effects people on "Babylon 5." Here, I provide [artist Keu Cha] with very detailed scripts where I spend several pages just describing one panel, and then I leave him alone. He is very specific to what I want, and he will modify things for layout purposes if necessary, but I can let him take care of his part of it without constantly interfering.

How did you get that control? Was that a big reason in going with Top Cow as your publisher?

I did a lot of research on

RISING STARS The next *Watchmen* or *Dark Knight*? We'll see.

...and the future came from the sky.

RISING STARS #1!

CREATED AND WRITTEN BY
J. MICHAEL STRACZYNSKI
(CREATOR OF BABYLON 5 + CRUSADE)

FORWARD BY
NEIL GAIMAN

ART BY
KEU CHA
JASON GORDER
LIQUID!

IN YOUR STORES
JULY 28th
Guaranteed!

TOP COW PRODUCTIONS, INC. ™

Image ®

RISING STARS™ & © 1999 TOP COW Productions Inc and J. Michael Straczynski. All Rights Reserved.

BAD HOLLYWOOD

Good comic flicks don't happen much.

At least that's what J. Michael Straczynski believes. "Hollywood doesn't understand comic books," says the creator of TV's "Babylon 5." "With comics, they always make the characters and stories funnier than they were intended. Films like these should really be done by fans of the genre, not people just out to make another 'hit' movie."

Here are Straczynski's opinions on some of the TV and film versions of comic book characters he has seen, or would like to see:

BATMAN "I didn't like any of the Batman movies. The problem started because [director] Tim Burton, in the first one, did not understand that he was doing a film about Batman. He thought he was doing a film about the Joker. The villains interested Burton, but he got Batman all wrong. He totally ignored the point that Batman is the world's greatest detective, and the subsequent films followed suit."

BATMAN

SUPERMAN "The first Superman movie was terrific. I felt that film embodied the character and the underpinnings of the story. The second one was two-thirds of a good film, but that ending where they gave him new powers–like beams from his fingers and making Lois Lane forget everything by kissing her–that was ridiculous. I just wanted to erase that part. Now they are talking about Nic Cage as Superman! I mean, Nic Cage as Superman is like me as the premiere ballerina at the Bolshoi Ballet."

SUPERMAN

SPIDER-MAN "I haven't seen Jim Cameron's script for Spider-Man, but now that they unlocked the rights issues, I hope he's the one to do it. He could probably do a good job with Spider-Man, if anyone could. I know he's a big fan."

SPIDER-MAN

GREEN LANTERN A few years ago, Straczynski mentioned to Warner Bros. execs that they should do a Green Lantern movie. They told Straczynski to jot down ideas. "I went home and wrote an outline on spec for them. It was a story designed to make the point that Green Lantern is *not* about the ring, but about the man behind the ring. I thought it was pretty good and I sent it over to them. I never heard back from anyone, but in somebody's desk at Warner Brothers sits a cool movie story about Green Lantern." ■

NO REPLY Straczynski never heard back from Warner about his Green Lantern film pitch.

publishers. I looked at Dark Horse, DC, Marvel and others. The main reason I wanted creative freedom is because I'm a real pain in the ass if I don't get my way. I learned Top Cow has a good reputation for letting people like me be creative. Plus, they are well plugged into the Hollywood community, and down the road, we might try and do something else with the title in TV or films. When I first pitched them on the project, I did it with an e-mail, and they were skeptical it was really me. They couldn't figure out why a TV guy would want to do a comic book. After all, you don't see ["X-Files" creator] Chris Carter doing comic books. But once we sat down together, they were great. They have been very cool to work with.

Did your experiences writing a series of *Babylon 5* comic stories (in 1995 and 1998), and other comics help you with this project?

The *Babylon 5* comics did not do great because DC screwed them up, in my opinion. We had lots of orders and I had creative control, but they printed it on crappy paper with bad covers and they didn't do much to market or support it. That's why they were never done correctly. They gave me creative control when other people were writing the stories, but not when I was writing them, which I thought was pretty dumb. My brain turned to bat sh-- working with them on that project. But DC owns the rights to any future *B5* comics, so I can't take them somewhere else. That's why I don't expect you'll see any new *B5* comics any time soon. But until now, I never felt qualified to do a whole series.

The one thing the *B5* comic did do was help me learn the comic format. Unlike TV, you can't show constant motion. That was a mental adjustment for someone used to writing TV. I learned how to do the format with that series, so it helped in that sense. But I never had a story I wanted to tell in a series until now.

***Rising Stars* departs in some ways from traditional comic book concepts, like not all characters with powers are superheroes or villains, and no secret identities.**

That's true. My comic influences were mainly Alan Moore's Superman story ["Whatever Happened to the Man of Tomorrow?"] and his *Watchmen* series. I tried to follow those footsteps in some ways in terms of humanizing superpowered beings. I tried to place the story in the real world: How would our world really be affected if a bunch of people developed superhuman powers? How would corporations deal with it? They would probably try to get some of those people to work for them, which is what happens to one of my characters [Jason Miller/Flagg] in this story.

Also, we show certain abilities can be a real drawback. We have one character [Willie Smith] who can fly, but only low, because he has low self-esteem. His abilities are tied to his psychological strength. Another [Peter Dawson, who like many *Rising Stars* characters, has no nickname] is invulnerable, because he has an energy shield around him. But that shield keeps him from having any physical contact with the world. A woman can never touch him. The only way he can interact with

Comic-Con International

celebrates its 30th Anniversary at the San Diego Convention Center

August 12 - 15, 1999

Meet over 6,000 pros from all areas of comics, film, television and pop culture.

Take part in tons of panels, workshops and seminars on everything from breaking into the comics biz, to learning how to create and apply special make-up appliances, to acting workshops, to special sneak previews of blockbuster films!

Join these special guests:

Jill Thompson
Larry Gonick
art spiegelman
Neil Gaiman
Mike Mignola
Jim Steranko
Irwin Hasen
Arnold Drake
Samuel R. Delany
Jim Lee
Patrick McDonnell (Mutts)
Tom Batiuk (Funky Winkerbean)
Jerry Robinson w/ AACC
Mark Evanier
June Foray
Scott Shaw!
Paul Dini & Bruce Timm
Dave Stevens
Billy Tucci
Jim Starlin (Slave Labor)
Barry Windsor-Smith (Fantagraphics)
Gill Fox
Samuel R. Delaney
Forrest J. Ackerman
Will Eisner
Bill Mumy
Miguel Ferrer
Max Allan Collins
Steve Leialoha
Chris Christianson
Ray Lago...
and many, many more!

COMIC-CON INTERNATIONAL is a nonprofit educational corporation dedicated to creating awareness of and appreciation for comics and related popular art forms, primarily through the presentation of conventions and events that celebrate the historic and ongoing contribution of comics to art and culture.

To receive a free Comic-Con Update, e-mail us at: cciweb@aol.com or call 619-544-9555, if you would like a form faxed to you call 619-685-6985, snail mail us at: Comic-Con International, P.O. Box 128458, San Diego, CA 92115...or on the web www.comic-con.org

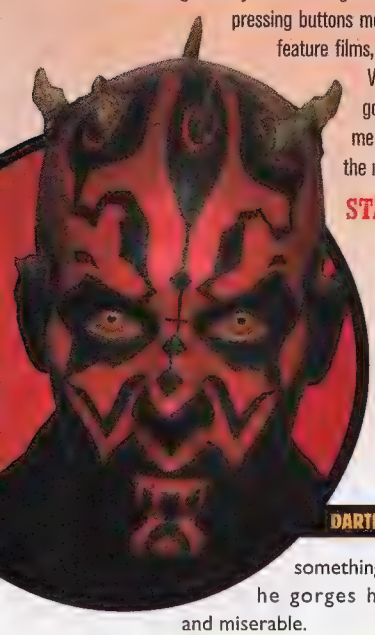
SAN DIEGO COMIC CON INTERNATIONAL

the OTHER GUYS

J. Michael Straczynski knows good sci-fi when he sees it. As creator of the Emmy-winning TV series "Babylon 5," he has definite opinions of the two most famous sci-fi franchises out there.

STAR TREK "I don't watch either of the TV shows ['Voyager' or 'Deep Space 9'] anymore, except when someone tells me to watch a particular episode that has a story I'm a little bit suspicious about where they got it. So I don't have much of an opinion on them. When I did watch 'Deep Space 9,' it seemed to me like every character becomes an expert engineer overnight. They have a Klingon warrior standing at a console and pressing buttons most episodes. As to the 'Star Trek' feature films, I stopped seeing them after 'The Voyage Home,' which was the last good one I saw. It kind of seems to me like the attitude is, 'Let's just keep the money rolling in.'"

STAR WARS "Like everyone else, I'm really looking forward to the new films. The originals influenced a lot of people. I loved them. I wasn't influenced by them in terms of making 'Babylon 5,' which is a different sort of story, but if I ever do a space opera type of thing, of course, I would have 'Star Wars' in mind."



DARTH MAUL FROM 'STAR WARS'

something outside himself is by eating. So he gorges himself and becomes obese and miserable.

You tell the entire story of the lives of the main characters in 24 issues, a story arc in some ways similar to the finite arc of "Babylon 5." Is this your preferred method of storytelling?

I don't know if story arcs are what I like best necessarily. I used one for "Babylon 5" because that worked best, artistically. In this case, I did feel I should apply the idea to comics. Each arc has a beginning, middle and an end to the story, but then you can go on to the next thing. So in that sense, this one particular story ends, but there is room left for many other stories. There are minor characters in this series whose stories remain to be told in the future, hopefully.

Do you have a message in *Rising Stars*?

The only thing I try to do in the stuff I write is deal with the question of responsibility. As they said with Spider-Man way back when, "With great power comes great responsibility." That theme is in this book, that when you have these abilities, you have to decide what you are going to do with them. But that is no different than a writer or an artist or a singer. Having said that, I try not to offer many answers. I prefer to ask the question. The answers are for every individual to figure out for themselves. And you can't do it by being bombastic. You must entertain, after all, rather than preach. As Mark Twain said, "You must not overtly teach or preach, you must covertly teach and preach."

Might *Rising Stars* tackle that mission in other media in the future—film or TV?

We've talked about it and we've had TV inquiries already. But I've asked Top Cow to hold off until we can see what the early reaction to the book is. If the reaction is positive, then those opportunities will come. If the book is poorly received, then it is pointless to even discuss it. That is the same approach I took with "Babylon 5," by the way. I turned down all merchandising opportunities in the first couple of years of the show and spent my time working on making it a really good show first. That's what I'm going to do here. Then, if TV or film opportunities come along, we can explore them at the right time.

What about comics? What's your take on the current state of comics in this digital, interactive era?

Well, creatively, I feel some of them have gotten away from the Stan Lee sort of idea that these characters should have real-world problems and issues to deal with, that being superpowered doesn't solve everything. You have seen lots of those hugely muscled characters who smash into each other a lot in recent years. I think the stories that put these characters into the real world are much more interesting.

But I think there will always be a place for comic books. I'm vastly unqualified to speak about the future, but I do remember when they used to say that computers would make us a paperless society. Of course, that has not happened, the opposite has happened. There is a special quality about having a story physically in your hand that you can read in the location of your choice: your porch, the beach, anywhere you want. So I'm not one of those people who feels interactive entertainment will put an end to comics. I feel that, as long as they have interesting stories to tell, there will be a place for comic books.

So tell me, how long've you waited to do comics?

I've always wanted to do a comic book series of my own since I first started collecting comics when I was about seven. With "Crusade" out of production, at least for now, I finally had the time to do it the right way. I have no desire to do it half-assed, so I didn't want to try something like this until I had the time to devote to it. The time I spend on one issue equals about the time I would spend on two or three episodes of a TV show. The difference is, I get to spend all that time being creative. I don't have to spend half my time dealing with network executives.

Los Angeles-based writer Michael Goldman still agonizes over his mother's decision to make him throw out his first comic book collection at the age of 12.

FLAMER Pyre is *Rising Stars'* misunderstood "Special."

WITCHBLADE Series 2

MARTY'S GOT 'EM!!

(and he's practically giving them away!)

Complete WITCHBLADE 2 Set

only $25!
You save $13!!
Includes 2 FREE comics!!
(an $8 value)

*Fathom Swimsuit Special
*Exclusive Monster Edition Fathom #3

only $75!
You save $42!!

Complete Witchblade Series 2 MONSTER SET

Includes 2 FREE comics!!
(a $38 value)

*Fathom Swimsuit Special
*Ultra Rare Holofoil Witchblade #25

Complete FATHOM Set only $40!
You save $13!!

Includes 2 FREE comics!!
(a $13 value)

*Fathom Swimsuit Special
*Rare Fathom Preview

ALSO AVAILABLE

Witchblade SUPER RARE ARMORED HEAD VARIANT!

AND COMING SOON...
Keep an eye out for the MONSTER EDITION™ of HELLHOLE#1
Limited to 2500 w/exclusive Dave Finch cover!

It's all @ www.monstermart.com

*All figures also available separately

WIZARD ENTERTAINMENT PRESENTS: KEEP-SQUEEZIN'-THEM-MONKEYS LAD

IN: MONKEY LAD ON INFINITE EARTHS

AT THE POSH, UPSTATE OFFICES OF WIZARD ENTERTAINMENT, THE TRANQUIL SURROUNDINGS ARE SHATTERED BY A BLOOD-CURDLING SCREAM...

AIEEEEE! WOMEN AND WIZARD EDITORS FIRST!!

PLEASE! DON'T LET ME DIE!

RUN! HE'LL KILL US *ALL!*

THE CLUMSY WON'T SURVIVE! THE HERD WILL BE THINNED!

MY GLASSES! *SOB* MY GLASSES!

SUDDENLY...

WHAT SEEMS TO BE THE TROUBLE, GENTLE CITIZENS?

JUMPIN' CATFISH! IT'S KEEP-SQUEEZIN'-THEM-MONKEYS LAD!

...WHO?

MORPHINE....

SPLURK!

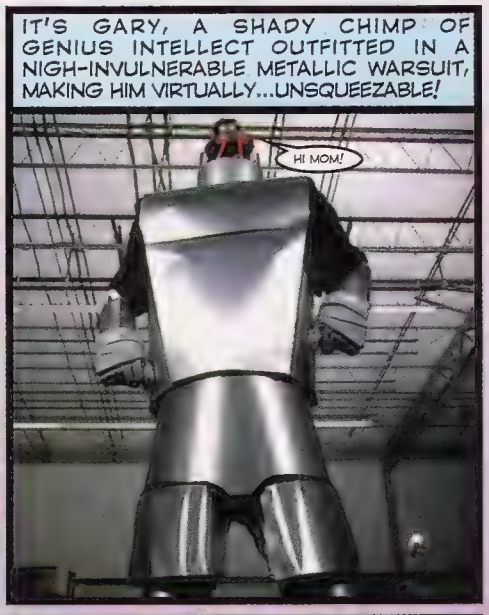
YES, KEEP-SQUEEZIN'-THEM-MONKEYS LAD, LAST BASTION OF HOPE IN MANKIND'S TIRELESS WAR AGAINST THE VILE SIMIAN HORDES!

ALL PHOTOS BY PAUL SCHRAUB/UNLESS OTHERWISE NOTED. BUILDING STOCK ART, JAMES M. HE-BITO 1991. ALL RIGHTS RESERVED/ FPG. SPECIAL THANKS TO T & A'S OF MONSEY, N.Y. GARY COSTUME BY DAN REILLY
ALL CHARACTERS™ & © THEIR RESPECTIVE COMPANIES. KEEP-SQUEEZIN'-THEM-MONKEYS LAD AND GARY THE UNSQUEEZABLE MONKEY™ & © WIZARD ENTERTAINMENT GROUP.

I'LL HANDLE THIS. DON'T LET ANY HAPLESS UPS DELIVERYMEN WANDER IN HERE.
AND NO PEEKING AT MY FINELY CHISELED ASS, EITHER!

THIS PLACE IS A SHAMBLES! WHO COULD HAVE--GAH!

THEY LAUGHED AT ME AT THE ACADEMY, BUT I'LL SHOW THEM, I'LL SHOW THEM ALL!!!
...WHO?
IT'S GARY THE UNSQUEEZABLE MONKEY!


IT'S GARY, A SHADY CHIMP OF GENIUS INTELLECT OUTFITTED IN A NIGH-INVULNERABLE METALLIC WARSUIT, MAKING HIM VIRTUALLY...UNSQUEEZABLE!
HI MOM!

IN LIEU OF YET ANOTHER ROUND OF FISTICUFFS, I SHALL INSTEAD USE MY MARK WAID GUN TO BANISH THEE INTO HYPERTIME...
...FOREVER!
BUT WHAT ABOUT ALL MY LICENSING AGREEMENTS?!?
HEY KIDS! READ FLASH!
WAID 2000
HMMMMM

ODD...I'VE A BURNING DESIRE TO DESTROY CAP'S SHIELD AND KILL WALLY WEST.
THAT, AND I WANT A CHEESEBURGER.
WWWWWT!

WITH THAT IRRITANT OUT OF THE WAY, THE WORLD AND ALL ITS RICHES ARE MINE...
...AND MINE ALONE!

CAN IT BE? KEEP-SQUEEZIN'-THEM-MONKEYS LAD LOST IN PARALLEL DIMENSIONS...FOREVER?
TAP!
UHHH...GOOD THING MY TRUNKS ARE DOUBLE-LINED!

THE HORRORS OF HYPERTIME LAND MONKEY LAD IN GOTHAM CITY!
SOMEBODY TURN ON THE A.C. IN HERE. THE HUMIDITY'S MURDER!
NO, DON'T TOUCH THAT! DON'T--
CREAK!

ERRR...SORRY ABOUT THAT, TIME-WARNER. NO HARD FEELINGS?
AY, POPPY!
WHISH!

ZOINK!

METROPOLIS!
WOW...YOU REALLY ARE SUPER!
YOU THINK SO? WATCH THIS...
TINKLE TINKLE TINKLE

DAILY PLANET
KSS-CHOW!
KSS-CHOW!
KSS-CHOW!
WHOA...YOU WORK OUT?

ZOINK!
THE VERTIGO UNIVERSE!
SOMEBODY RING THE DINNER BELL?
AHHH! NOT THIS DREAM AGAIN!!
WA-PISH!
ZOINK!

GREAT, WHERE AM I...I...

THE IMAGE UNIVERSE!
I'VE COME HOME.

ZOINK!

30TH-CENTURY LEGION OF SUPER-HEROES HEADQUARTERS!
SO...THEY GOT A CURE FOR HERPES YET?
EGGS!
THE BLISTER
DISCHARGE
BEAKO-BEAKER
"STAR WARS" EPISODES I & III: THE FUTURE RULES!
BILLY

ZOINK!

UGH...I FEEL LIKE ROB LIEFELD DRAWS.*
*ANNUAL OBLIGATORY ROB LIEFELD JOKE.

YOU ARE NOT OF THIS REALM AND MUST BE RETURNED TO YOUR HOME BEFORE THE FABRIC OF TIME IS TORN ASUNDER!
SO SPEAKS GALACTUS!
THAT'S THE BIGGEST PURPLE HELMET I'VE EVER SEEN!

ZOINK!

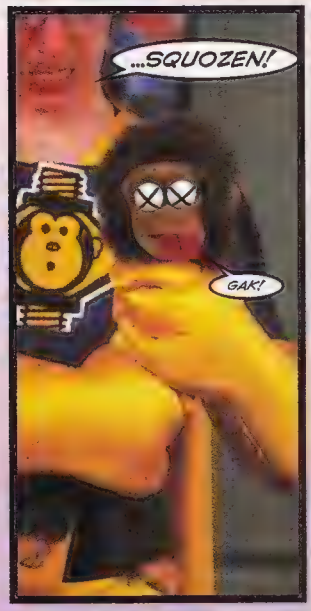
AND, IN A FLASH OF THE POWER COSMIC...
A BUCK EIGHTY IN LOOSE CHANGE? THAT'S ALL YOU HA--WHAT? YOU AGAIN?!?
NO FANCY RAY GUNS THIS TIME, JUST THE JACKHAMMER FISTS OF MY GIANT AUTOMATON!

KA-POW!

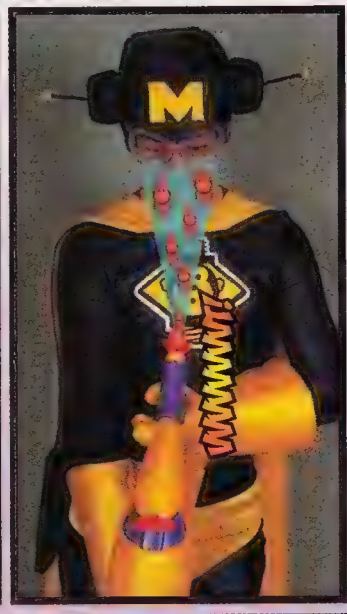
NOW, WITH ONE FINAL CRUSHING BLOW, TOTAL VICTORY SHALL BE MINE!
I'LL BE YOUR SIDEKICK! I'LL PICK BUGS OFFA YOU! ANYTHING! MOMMY!
TOG!

POP!

WHAT? THE POWER...DEAD! NO...STAY BACK!
PREPARE TO BE...


...SQUOZEN!
GAK!

GO, MONKEY!
YEAH!
THAT'S MY DOG!
HMMM...



HE'S...HE'S GONE?
FOREVER?
DON'T WORRY. IN MANKIND'S DARKEST HOUR, HE WILL RETURN.
THUNK!

AT THAT MOMENT, ACROSS TIME AND SPACE...
AND REMEMBER, KIDS: ALWAYS DRINK YOUR MILK!
BOO-YAH!
THE END

ROA

20 places every comic fan MUST visit

By Karl Cramer and the Wizard Staff

Think you're a comic geek?

You ain't lived till you've gone on the ultimate comic book vacation! Sure, you might've hit a couple of local cons, but have you ever been to Metropolis? Had a drink at the "Star Wars" Mos Eisley Cantina? Or taken a bath in the Batmobile?

That's where we come in. See, being first-class geeks ourselves, these are the things we all need to experience. Wanna know where to go, what to know and how much dough? Read on, fanboys. Pack your bags, break out the maps and stock up on Slim Jims and Surge—your pilgrimage awaits!

UNIVERSAL'S MARVEL ISLAND OF ADVENTURE

WHERE: 1000 Universal Studios Plaza, Orlando, Fla. 32819-7610
INFO: (800) 711-0080, www.uescape.com
COST: Adult one-day ticket, $44.52; ages 3-9, $36.04
HOURS: TBA
RESTRICTIONS: You must be 54 inches to ride the Hulk Coaster and 52 inches for Dr. Doom's FearFall. The Amazing Adventures of Spider-Man requires that an adult accompany kids between 40 and 48 inches.
THE DEAL: At the corner of Stan Lee Boulevard and Yancy Street, comic craziness abounds! The Marvel-themed Island includes a Hulk roller coaster that soars 100 feet into the air and shoots riders out at 45 miles per hour, a Dr. Doom FearFall that sucks fear from its "victims," and a 3-D Spider-Man ride that lets fans get right *into* a Spider-Man comic. A cast of seven Marvel characters like Spider-Man and Wolverine patrol the park for picture-taking opportunities. And bring your credit card—gift shops overflow with great merchandise you can only get here, like Dr. Doom's 100% Pure Distilled Fear at $2 per vial! You can regain your strength at the Captain America Diner or Fantastic Four Café.
DID YOU KNOW: *Uncanny X-Men* artist Adam Kubert did all the exterior drawings for the Island, and *Generation X* co-creator Chris Bachalo did a kickin' piece in the Fantastic Four Café. Among the building facades, there are offices for Nelson & Murdock: Attorneys-at-Law and Dr. Donald Blake. Theme-park wizard Gary Goddard didn't design or build the Spider-Man ride, but he did conceive of the idea. "For a comic book fan," Goddard said, "this is as close as anyone has come to bringing a comic book to life." Goddard's original idea for the Marvel Island roller coaster was for a Silver Surfer-based ride, but Universal executives thought the character wasn't as well-known as the Hulk.

INCREDIBLE HULK COASTER

PHOTOS BY PAUL SCHIRALDI

D TRIP

MARVEL MANIA

PHOTO BY PAUL SCHRADER

WHERE: 1000 Universal Center Dr., Universal City, Calif.
INFO: (818) 7-MARVEL, www.marvelmania.com
COST: Reasonably priced for a theme restaurant
HOURS: Sun.-Thurs., 11:30 a.m.-9:30 p.m.; Fri. & Sat., 11:30 a.m.-11:30 p.m.
RESTRICTIONS: To drink at the supervillain bar you have to be 21.
THE DEAL: Come for the food, stay for the fun! Marvel Mania is the world's first comic-themed restaurant. While the munchies (including a beefy and gamma-irradiated one-pound Hulk Burger for $9.95) are damn good, the main attraction is the atmosphere. Actual life-size mock-ups of Iron Man's armor, Dr. Doom's mask, Captain America's shield, Hawkeye's bow and quiver, Ringmaster's hypnotic hat and many more Marvel "artifacts" give diners plenty of eye candy to go along with their meals. The video wall shows character profiles and Marvel cartoons, and the menus are printed as comic books that you can take home with you. Don't forget to get your picture taken with one of your favorite superheroes or villains making the rounds in the restaurant.
DID YOU KNOW: The Hulk/Wolverine cartoon titled "Rumble in the Jungle" (based on the story from *Incredible Hulk* #454) plays on a 20-foot-high video display and can be seen *only* at Marvel Mania. The huge wall paintings were made by projecting slides of actual comic art by Marvel legend Jim Steranko on the wall and then having an artist trace it.

METROPOLIS, ILL.

PHOTO COURTESY OF THE METROPOLIS PLANET

WHERE: Metropolis, Ill. (duh!)
INFO: Superman Museum: (618) 524-5518; Metro Chamber of Commerce: (800) 949-5740
COST: For the museum: $3 for adults; children are free with paid adults
HOURS: 9 a.m.-5 p.m. every day
RESTRICTIONS: None
THE DEAL: The only town in the world to possess the name of Superman's home city, Metropolis (population 7,200), was officially declared the hometown of Superman by the Illinois House of Representatives in 1972. A huge Superman statue has been erected in town, and an annual Superman celebration in June draws between 70,000 and 80,000 people. The celebration includes a mock bank robbery, a Superboy and Supergirl costume contest and a collectors' auction. The George Award, named after George Reeves, the first TV Superman, is given every year to the person who has most helped spread the legend of Superman. Past guests have included Kirk Alyn, the very first Superman actor; Lois Lane actresses Noel Neill, Phyllis Coates and Margot Kidder; Jimmy Olsen actors Jack Larson and Tommy Bond; Superboy actors Gerard Christopher and John Haymes Newton; and Perry White actor Lane Smith. Scheduled to attend this year's event from June 10-13 were *Kingdom Come* painter Alex Ross, Kidder and Sarah Douglas (Ursa from "Superman II"). There's also a Superman Museum that has the world's largest Superman collection with over 80,000 items.
DID YOU KNOW: Superman artist John Bogdanove spent a morning of the 1998 festival sketching individuals and talking to the crowd about how comics are made. The local newspaper is called *The Metropolis Planet*, and Superman Museum Curator Jim Hambrick used to be Kirk Alyn's manager.

STAR WARS CANTINA

WHERE: 3500 Las Vegas Blvd., FAO Schwarz, Caesars' Forum Shops, Las Vegas, Nev.
INFO: (702) 796-6500
COST: Just the price of the food. The Cantina can be rented out for birthday parties or other get-togethers. Fees vary based on the time, date and number of people.
HOURS: Sun.-Thurs., 10 a.m.-11 p.m.; Fri. & Sat., 10 a.m.-midnight
RESTRICTIONS: None, except droids. They don't serve their kind there.

PHOTO COURTESY OF FAO SCHWARZ

THE DEAL: You'll never find a more-wretched hive of scum and villainy. Actually, this Star Wars Cantina—found in the FAO Schwarz store in Las Vegas, Nev.—is very clean and family friendly. With a snack bar made to look like the Mos Eisley Cantina from "Star Wars," the cantina contains an animated band that plays music. The entrance is guarded by life-size Stormtroopers, and inside are C-3PO, R2-D2 and a talking Darth Vader. Hanging from the wall are models of X-Wing and TIE fighters, AT-AT Walkers and a snowspeeder. There's also an exclusive line of Star Wars slushy drinks: Yoda Colada, Stormtrooper Stinger, Chewie Chiller, Rebel Refresher, Jabba Juice and Death Star Atomizer. All drinks come in a plastic cup with a character topper.
DID YOU KNOW: George Lucas himself has been known to visit the Cantina from time to time and reportedly watches fan reaction to new toys.

WIZARD WORLD CHICAGO

WHERE: Rosemont Convention Center, Rosemont, Ill., just north of Chicago
INFO: For tickets to this year's show (July 16-18), call 1-800-690-1669; for more info, visit www.wizardworld.com
COST: $20 per day, or $40 for a three-day pass; children under 10 are free with the purchase of an adult ticket.
HOURS: Fri. & Sat., 10 a.m.-6 p.m.; Sun., 10 a.m.-5 p.m.
RESTRICTIONS: Guest list is subject to change.

PHOTO BY PAUL SCHRALM

THE DEAL: The biggest comic convention in the United States, Wizard World Chicago also features professional wrestlers, rock stars, sexy spokesmodels and sci-fi and TV celebrities. You'll also find toys, Japanese anime, nonstop gaming tournaments, celebrity signings, Beanie Babies, Pokémon, auctions and comics, comics, comics! This year's scheduled attendees are WCW wrestler Kevin Nash, *Magic: The Gathering* creator Richard Garfield, Ray Park (Darth Maul from "The Phantom Menace") and Anthony Daniels (C-3PO). Also look for the biggest comic creators, such as guest of honor Kevin Smith (director of "Chasing Amy" and "Dogma"), Alex Ross, Jim Lee, Frank Miller, Michael Turner, Marc Silvestri, Garth Ennis, Grant Morrison, George Pérez, Kurt Busiek, the Kubert Brothers and *¡más, más, más!*
DID YOU KNOW: "Phantom Menace" star Ray Park (Darth Maul) will be putting on a martial arts demonstration at this year's show. Last year's annual Wizard Fan Awards saw a "Godzilla the Musical" spoof. You just never know what's gonna happen.

THE JOE KUBERT SCHOOL OF CARTOON AND GRAPHIC ART

WHERE: 37 Myrtle Ave., Dover, N.J. 07801
INFO: (973) 361-1327, www.kubertsworld.com
COST: The tour's free, but school tuition is $10,000 a year.
HOURS: Flexible, but best on weekdays between 10 a.m. and 1 p.m.
RESTRICTIONS: Call Dorothy Morley for reservations at least a week in advance. Groups can be as large as 10, but smaller groups are preferred. Visitors must be at least 17 years old and portfolios are not reviewed.
THE DEAL: The only school in the world that's all comics. Legendary Silver Age artist Joe Kubert runs the school that prepares students for careers in comics and animation. The list of graduates includes Stephen Bissette, Jim Balent, Roarin' Rick Veitch, Tim Truman and Tom Mandrake. Art from all these artists (and school supporters like Frank Miller) hangs on the walls.

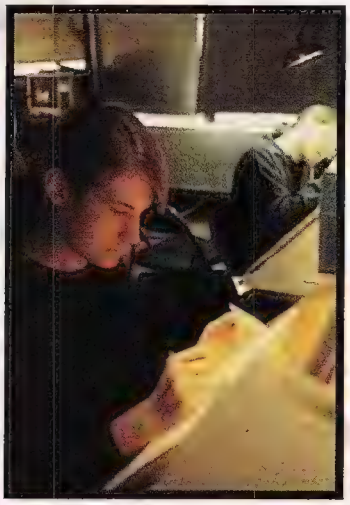


PHOTO BY JOE SCHUYLER

DID YOU KNOW: Marvel artists Adam and Andy Kubert (both Kubert School grads) have studios in the basement. And they both went to school here as teens when the building was the Dover Middle School!

INTERNATIONAL MUSEUM OF CARTOON ART

WHERE: 201 Plaza Real, Boca Raton, Fla.
INFO: (561) 391-2200, www.cartoon.org
COST: $6 for adults, $5 for seniors, $4 for students, $3 for children 6-12, free for children 5 and under and museum members
HOURS: Tues.-Sat., 10 a.m.-6 p.m.; Sun., 12 p.m.-6 p.m.
RESTRICTIONS: No photography
THE DEAL: The museum collects, preserves and exhibits cartoon art in all its forms from daily strips to original production animation art. Original comic book pages are showcased, including works from *Green Lantern* by Neal Adams, a Curt Swan Superman, Wendy Pini's *Elfquest*, a painted Cerebus by David Sim, Spider-Man by John Romita, Will Eisner's *The Spirit* and a George Pérez Wonder Woman. Comic book creators Eisner and Carl Barks (*Uncle Scrooge*) are honored in the museum's Hall of Fame. A Tarzan exhibit is scheduled to coincide with the release of the Disney animated film this summer, including comic book incarnations by Joe Kubert, Tom Yeats and the recent Dark Horse series.
DID YOU KNOW: Famous cartoonists like Charles Schulz ("Peanuts") and Sergio Aragones (*Groo*) used to decorate the bathroom. When the museum moved from New York to Florida, the old bathroom walls were removed and stored away. The IMCA was founded by cartoonist Mort Walker, the co-creator of "Hi & Lois" and creator of "Beetle Bailey." Neil Gaiman, Jim Shooter and Todd McFarlane are on the Comic Book Advisory Board.

PHOTO COURTESY OF THE INTERNATIONAL MUSEUM OF CARTOON ART

JAY & SILENT BOB'S SECRET STASH

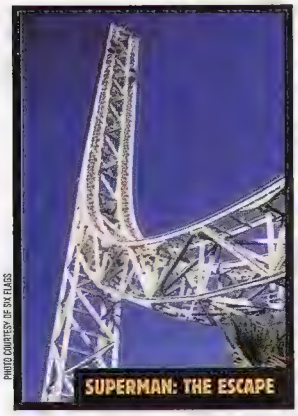
WHERE: 35 Broad St., Red Bank, N.J. 07701
INFO: (732) 758-0508, www.viewaskew.com/jbstash
COST: Free, but buy something you cheap-o!
HOURS: Mon.-Wed. & Sat., 11 a.m.-6 p.m.; Thurs. & Fri., 11 a.m.-7 p.m.; Sun., 12 p.m.-5 p.m.
RESTRICTIONS: No narcs.
THE DEAL: It's the ultimate comic store. Screenwriter Kevin Smith owns the joint and he's pulled out all the stops. Actual props from Smith's movies such as "Clerks" and "Dogma" line the walls, and original art from the likes of Mike Allred and Joe Quesada is on display. Special bonus: Smith is a former register jockey, and both he and Jason Mewes ("Jay" from the movies) swing by to work at the store from time to time! And many of the scenes from Smith's "Chasing Amy" were filmed on Broad Street, the new location of the Stash.

PHOTO BY PAUL SCHRADI

DID YOU KNOW: The store's grand opening was invite-only. A rabid fan from England tried to score a ticket by bribing the staff with a case of champagne, free lunch at a local restaurant and daily flower deliveries. No dice.

SIX FLAGS THEME PARKS

WHERE: Jackson, N.J.; Chicago, Ill.; St. Louis, Mo.; Valencia, Calif.
INFO: Great Adventure, (732) 928-1821; Great America, (847) 249-4636; Six Flags Over Mid-America, (314) 938-4800; Magic Mountain, (661) 255-4100; www.sixflags.com
COST: Prices vary at each location.
HOURS: Vary throughout the season
RESTRICTIONS: Most rides require you to be 54 inches tall, but there are some exceptions.
THE DEAL: Six Flags, which was formerly owned by Time Warner Inc., DC Comics' parent company, boasts a host of top-notch comic-based rides. Batman: The Ride can be found at all four locations—New Jersey's Great Adventure, Chicago's Great America, St. Louis' Six Flags over Mid-America and California's Magic Mountain. Great Adventure also features Batman & Robin: The Chiller and the Gotham City Carnival of Chaos Stunt Show. Mid-America also has a Mr. Freeze ride and Six Flags Magic Mountain features the Riddler's Revenge and Superman: The Escape (shown) rides. Every location has exclusive DC Universe merchandise.


SUPERMAN: THE ESCAPE
PHOTO COURTESY OF SIX FLAGS

DID YOU KNOW: Superman: The Escape is listed in the Guinness Book of World Records as the highest roller coaster at 415 feet and the fastest at 100 mph. Riddler's Revenge also holds the record for the tallest and fastest stand-up coaster.

MARVEL COMICS

WHERE: 387 Park Ave. South, New York, N.Y. 10016
INFO: (212) 696-0808, www.marvel.com
COST: Tours are free, unless you want a large group to be shown around on some day other than Friday.
HOURS: Tours are on Friday only.
RESTRICTIONS: You have to call ahead for a reservation. The waiting list is very long, about two years. That's right, *TWO YEARS*.
THE DEAL: It's the place where the magic happens. And Spider-Man himself gives the tour! Office tours include a slide show on the history of Marvel, and then Spidey walks you through the very corridors of Mighty Marvel! Keep your eyes open—*Fantastic Four* writer Chris Claremont and Marvel Knights goons Jimmy Palmiotti and Joe Quesada work on-site. You even get to see the legendary Marvel Bullpen!
DID YOU KNOW: Got lost on the tour? Not to worry. Street signs with names like "Avenue of the Avengers" and "Peter Parker Place" are in the hallways to help you find your way. At the end of the tour you get a bag of free stuff. Woo-hoo! Free comics!

PHOTO BY PAUL SCHRADI

WARNER BROS. STUDIOS

WHERE: Gate 4 at Hollywood Way and Olive, Burbank, Calif.
INFO: (818) 972-8687
COST: $30
HOURS: Mon.-Fri., 9 a.m.-3 p.m.; summer hours (June-Sept.) are extended till 4 p.m.
RESTRICTIONS: Limited photography allowed.
THE DEAL: The Warner Bros. Studios Tour (a.k.a. The VIP Tour) is a 2 1/2-hour journey around the famous and historical Warner Bros. movie and television studios. You can see the buildings that were once Gotham City in the "Batman" films and Metropolis in TV's "Lois & Clark." The WB Studios are one of the most active in the nation. You might get to see the animation studios where they make Batman and Superman cartoons, but the tour lineup changes frequently. There's no telling what you could see on any given day. The new Warner Bros. Museum has props from a slew of fanboy favorites like "The Flash" and "Babylon 5."
DID YOU KNOW: Don't forget that the ever-present WB water tower, visible from anywhere on the lot, is the supposed home of the Animaniacs—Yakko, Wakko and Dot.

PHOTO COURTESY OF WARNER BROS.

WARNER BROS. MOVIE WORLD

WHERE: Gold Coast, Australia
INFO: 011-61-7-5573-8485, www.203.61.139.46
COST: A full-day pass for the park is $44 for adults, $28 for ages 4-13, free for kids 3 and under
HOURS: 10 a.m.-5 p.m.
RESTRICTIONS: None
THE DEAL: Batman Adventure differs from any other Batman ride in the world. You journey through Wayne Manor Library, the Batcave and an untested tracking module in a quest to stop the Penguin and his Red Triangle Gang. It's Australia's only moving simulator, reminiscent of Universal's "Back to the Future" ride. The park is home to the props and sets from the Batman movies, including the multi-million-dollar Riddler's Lair set from "Batman Forever." DC characters walk around the park, including a roller-blading Flash!

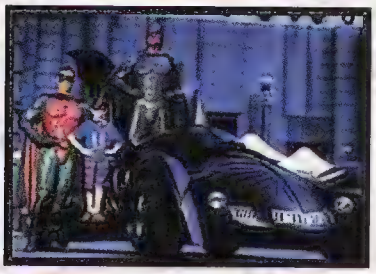


PHOTO COURTESY OF WARNER BROS.

DID YOU KNOW: The WB Movie World's Heroes and Villains Program is an education program designed for primary-school kids, inspiring them to design their own heroes and villains. Students also dress up as Batman, Robin, Catwoman or Batgirl complete with masks, capes and whips. The program discusses how the characters were created and the lives behind the caped crusaders and then the kids are visited by a DC Comics superhero for story time. (The Australian educational system must be way different than ours.)

THE EXTRATERRORESTRIAL ALIEN ENCOUNTER

WHERE: The Magic Kingdom, DisneyWorld, Orlando, Fla.
INFO: (407) W-DISNEY, www.disney.go.com/DisneyWorld/
COST: A full-day, one-park pass is $42 for adults, $34 for children ages 3 to 9
HOURS: Park hours change from month to month. Please call for specific times.
RESTRICTIONS: Must be at least 44 inches tall to ride.
THE DEAL: When technology goes horribly wrong, it means someone's got to die. That's the not-too-subtle message here, when a teleport tube misses its salesman target and instead throws a giant, bloodthirsty alien in your face. Then the lights go out, and the screams start. Strapped into your seat, you can't evade the blood that splatters on your chest as you feel the creature's hot breath on the back of your neck...

PHOTO COURTESY OF WALT DISNEY COMPANY

DID YOU KNOW: The voice of the robot in the preshow is actually Tim Curry ("The Rocky Horror Picture Show.") It used to be Phil Hartman, but it was changed so the ride would be more menacing. The voice of the X-S Tech CEO is the guy who played Ed Rooney in "Ferris Bueller's Day Off." There's a huge debate amongst Disney theme park enthusiasts as to whether or not the flashlight guy on top of the ride is animatronic or a real person.

STAR TREK: THE EXPERIENCE

WHERE: 3000 Paradise Road, The Las Vegas Hilton, Las Vegas, Nev.
INFO: (800) 732-7117
COST: "Voyage Through Space" costs $14.95, but there's no charge to enjoy the Promenade.
HOURS: 11 a.m.-11 p.m.
RESTRICTIONS: You have to be 42 inches tall to ride the Shuttlecraft, and people with medical conditions should skip it, too.
THE DEAL: Fans looking for a simple ride through the "Voyage Through Space" will be shocked when beamed up to the actual *Enterprise-D*. The incredible, true-to-life hallways and bridge (which you'll never want to leave) is matched only by the jolting Shuttlecraft simulator battle against several Klingon Birds of Prey. When the adventure's over, have a Saurian Brandy at Quark's Bar. A must-see for Star Trek fans.
DID YOU KNOW: The Borg statue periodically moves just enough to keep you wondering if it really moved at all. Theme-park design master Gary Goddard of Landmark Entertainment explained that the original design was for the old two-way mirror gag to simulate the transporter effect. They consulted with NASA's simulator experts on how they could fool people into believing that they had been transported to a different place.

PHOTO COURTESY OF PARAMOUNT PARKS

ADVENTURE INNS

WHERE: 3740 Grand Ave., Gurnee, Ill.
INFO: (847) 623-7777, www.adventureinninc.com
COST: Fri. & Sat., $129.95; Sun.-Thurs., $98.95
HOURS: N/A
RESTRICTIONS: The same as any hotel. You must be 18 or older with a major credit card.
THE DEAL: This modest-sized hotel has 25 fantasy-themed adventure rooms, including one called Gotham City. It re-creates the Batcave by immersing the room in black light, having cityscapes on the walls and a Bat-signal above the headboard. And get this, the headlights on the Batmobile-shaped hot tub actually work! But just in case Gotham City's booked for your little adventure, you can always check out a wide range of alternate rooms, including a Las Vegas-, circus- or Hawaiian-themed one.
DID YOU KNOW: There's a free tour of all the available rooms at 2 p.m.

PHOTO COURTESY OF THE ADVENTURE INN HOTEL

THAT WAS NOW, THIS IS THEN.

WILD WS TIMES

Five self-contained stories celebrating WildStorm's original superstars.

JUNE 1999

Get it at your local comic book store. Call 1-888-COMIC BOOK for the nearest location.

Deathblow, WetWorks, Grifter, Gen13, and DV8 are ® and © 1999 WildStorm Productions, an imprint of DC Comics. All rights reserved.

ROAD KILL

10 places every comic fan should avoid... at all costs

10. HELL'S KITCHEN
Fat chance you'll see Daredevil bustin' thugs over in this West Side part of Manhattan. Since they've cleaned the place up, hornhead's probably in Harlem.

9. WAKANDA
It don't exist, jackass. So getcher head outta yer comics, dude. The real world's calling you.

8. CENTRAL PARK
Ever notice that when some big mega villain like Onslaught launches a major attack it's always in Central Park? Ya want a picnic, try the backyard.

7. ALAN MOORE'S BEARD
Who knows what evil lurks here? Once you enter, you may never return. But if you've got a major facial hair fetish, stick to 5 o'clock shadows.

6. BLUE AREA OF THE MOON
You won't find the Watcher's house, Phoenix's ashen corpse or Lockjaw's slobber here. Just a tingling sensation throughout your body as your molecules explode from the vacuum of space.

5. DETROIT
This town's got a murder rate twice that of Sin City, and more bullet holes than Gotham and Blüdhaven combined.

4. TOP OF THE BROOKLYN BRIDGE
Don't go looking for Gwen Stacy's purse up there. All you'll find is lots of rust and tons o' pigeon crap.

3. ANTARCTICA
Forget about some tropical area with all sorts o' weird critters and dinosaurs. The only thing you're gonna do is freeze yer noonahs off.

2. GARTH ENNIS' BASEMENT
Where do you think the *Preacher* writer gets all that twisted reference from?

1. THE WIZARD MEN'S ROOM ▼
From the bearded urinal to the phantom gaseous cloud, this is one place better left unseen. And unsmelt.

MUSEUM OF TELEVISION & RADIO

WHERE: 25 West 52nd Street, New York, N.Y.
INFO: (212) 621-6600, www.mtr.org
THE DEAL: This unique museum lets you watch episodes of your favorite shows from "The Adventures of Superman" to "The Super-Friends." You've gotta make reservations for the screening room when you arrive, so get there early!

"TERMINATOR 2" 3-D

WHERE: Universal Studios Florida & Universal Studios Hollywood

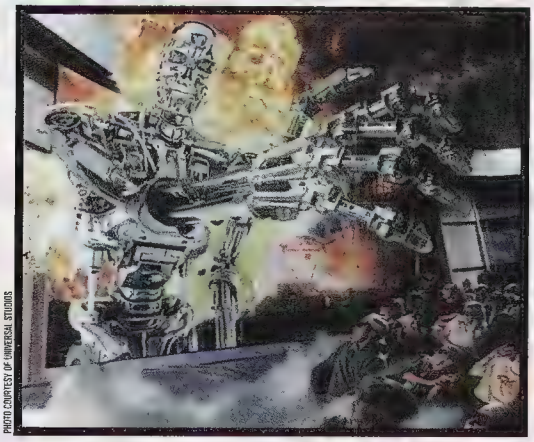


PHOTO COURTESY OF UNIVERSAL STUDIOS

INFO: Florida: (407) 363-8200; Hollywood: (818) 622-3801
THE DEAL: James Cameron and the actual cast of the "Terminator 2" movie were reunited for this attraction that combines 3-D film, special effects and live stunts. Cameron considers it a true sequel in his Terminator series. "It's definitely the next film. The only difference is that this film is only 12 minutes long and you can't see it in just any theater," said Cameron.

FORBIDDEN PLANET LONDON

WHERE: 71-75 New Oxford Street, London, WC1A 1DG
INFO: 011-44-1-71-6200-200
THE DEAL: The best comic book shop in Europe. Divided into four sections—comics, toys, books and videos—their comic selection can match any American store, plus it has a fair amount of non-U.S. books.

LIBRARY OF CONGRESS

WHERE: 101 Independence Ave. S.E., Washington, D.C.
INFO: (202) 707-5000, www.loc.gov
THE DEAL: With a collection of over 100,000 significant issues like *Superman* #1 and early Archies, the library's for serious research only. You can only request five items per hour that you have to read on the premises.

STAR TOURS

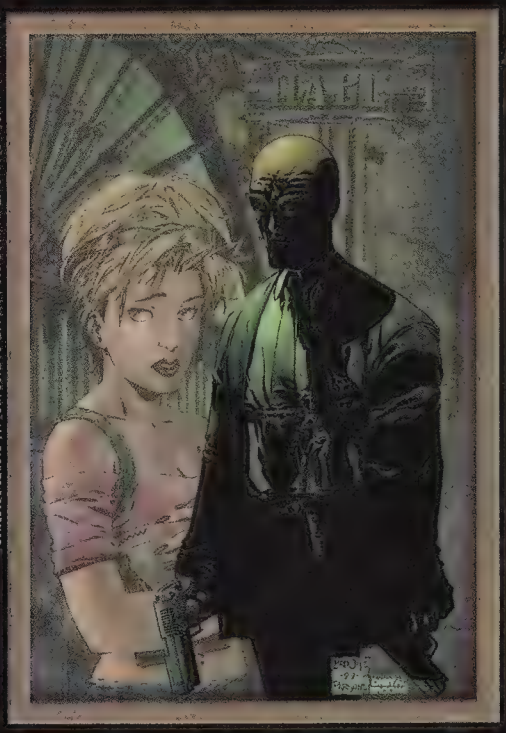
WHERE: Disney/MGM Studios, DisneyWorld, Orlando, Fla.
INFO: (407) W-DISNEY, www.disney.go.com/DisneyWorld/
THE DEAL: George Lucas himself oversaw the development of this attraction, where outside is a giant Imperial AT-AT, and inside, R2-D2 and a talking C-3PO greet you. Climb aboard a 40-passenger Star-Speeder on its way to planet Endor. Using stationary flight simulator technology, you get to race through a trench reminiscent of Luke's attack on the Death Star.

PHOTO COURTESY OF WALT DISNEY COMPANY

Wizard would like to thank the thousands of fans that voted online at wizardworld.com and helped make this feature possible. Pack some Twinkies for us and get travelin'!

MAN•QUANTUM&WOODY•SHADOWMAN•QUANTUM&WOODY•SHADOWMAN•QUA

ACCLAIM COMICS



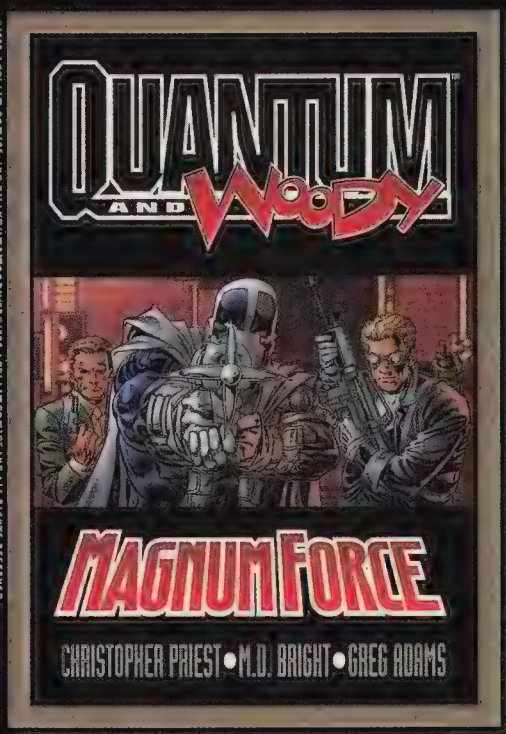
©ACCLAIM COMICS, INC. SHADOW MAN & ©1995 ACCLAIM COMICS, INC. ALL RIGHTS RESERVED

SHADOW MAN #2

UNDEAD ZOMBIES...
A SEXY BLONDE...

And monstrous graffiti that comes to life! If this is your idea of a good time, YOU NEED Shadow Man #2!

Written by:
Dan Abnett
Andy Lanning
Art by:
Ryan Benjamin
Mat Broome



©1995 ACCLAIM COMICS, INC. QUANTUM & WOODY & ©1995 ACCLAIM COMICS, INC. ALL RIGHTS RESERVED

WAR PEACE FEAR

QUANTUM & WOODY RETURN?
(Or do they? Stay tuned!)
In the meantime, Quantum & Woody are back in their fourth trade paperback, collecting issues #13-16!

Includes ALL-NEW material by Priest and Bright!

Written by:
Christopher Priest
Art by:
M.D. Bright
Greg Adams

Acclaim COMICS

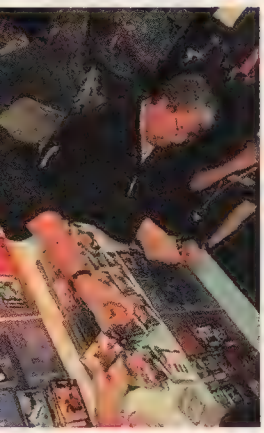
MAN•QUANTUM&WOODY•SHADOWMAN•QUANTUM&WOODY•SHADOWMAN•QUA

'STAR' REPORT

BOBA FETT, INTERGALACTIC BOUNTY HUNTER
TOM PALMER JR., STAR WARS GEEK

One fan's journey to the Star Wars Celebration and into the heart of geekdom

By Tom Palmer Jr.



It's cold, it's raining, and the food's run out. But that hasn't stopped hordes of Star Wars fans from trekking cross-country to the biggest party this side of the galaxy.

If you could endure the horrible weather and wade through throngs of people, the Star Wars Celebration in Denver, Colo., shined as a geek's greatest dream come true. Fans turned out in droves at the Wings Over the Rockies Air and Space Museum weeks before "Star Wars: Episode I—The Phantom Menace" hit theaters to see everything from a life-size X-wing to special video previews of the new film.

But what was it *really* like to be there? Heck if we know. That's why *Wizard* enlisted weekend warrior Tom Palmer Jr. to crash the festivities. May the Force be with him...

CONVENTION PHOTO BY DAVID HARRISON/AURORA. TOM'S PICTURES WERE TAKEN BY MATT SENECA.

FRIDAY, APRIL 30

9:15 a.m. I'm still in the hotel lobby, and there are already people decked out in full Star Wars costumes, including two women dressed as Princess Leia and Han Solo. Yep, you read correctly—a Star Wars cross-dresser.

9:37 a.m. Only now do I realize how hellish this day is going to be. I arrive at the show and it's raining and cold, and crowds of people are lining up outside two huge tents. Nobody told me this thing was being held outside! People are frantically huddling under whatever shelter they can find. Yep, it's gonna be a great day.

10:12 a.m. One tent has opened early to give people shelter from the rain. I take a gander at the crowd: There're quite a few people in costume, everything from a giant Jawa to a pair of scary-looking Darth Mauls. But even stranger is the makeup of the attendees. Most look about 25 and over, with a smattering of teenagers, but few, if any, are really young kids. If the Star Wars phenomenon is supposed to span generations, you really can't tell at this point.

11:23 a.m. I weasel my way into the main auditorium and snag a front-row seat. Anthony Daniels, Mr. C-3P0 himself, is making last-minute preparations. He ducks backstage after the doors open an hour early to give the rain-soaked crowds a place to dry off. It's a mass stampede! Hundreds of people swarm into the tent and immediately start taking photos of everything—giant Star Wars posters, the empty stage, even the other people taking pictures!

12:30 p.m. It's show time! The opening ceremony kicks off with the first "Phantom Menace" trailer. Even though everyone's seen it hundreds of times, the audience erupts in cheers. It's followed by videotaped greetings from the film's heavies, including Ian McDiarmid (who plays Senator Palpatine), composer John Williams, Ewan McGregor (Obi-Wan Kenobi) and even George Lucas himself. All through this, the rain continues to pour outside and a cold breeze creeps in from the corner of the tent. I should have brought a jacket. And now I have to pee. Great.

12:36 p.m. The video ends and Dan Madsen, head of the Star Wars Fan Club and one of the Celebration's organizers, emerges from backstage for a welcome speech and to thank everyone for braving the terrible weather. He also asks for a minute of silence for the victims of the nearby Littleton High School tragedy. There're gonna be collection boxes at the show and Lucasfilm, Hasbro, LEGO and other companies will match the donated funds.

12:42 p.m. Jim Ward, director of marketing at Lucasfilm, takes the stage and announces the world premiere of "Duel of the Fates," the first-ever Star Wars music video. We're seeing it days before the legions of pimply-faced MTVers! The crowd is silent as the film rolls, but quickly explodes into a standing ovation once it's over.

2:14 p.m. The presentation's over, so it's back to the dampness outside. All this rain reminds me of one thing: I *really* gotta pee. Ugh. Luckily, I spot a bank of Port-A-Potties. Ahh...relief.

2:20 p.m. Now that my bladder's empty, I also realize I haven't had a bite to eat all day. I rush to the food tent, where I'm pleasantly welcomed by a gust of warm air. But what's described as a "unique Star Wars dining experience" in the show's brochure is nothing more than a haven for Pepsi, Taco Bell, Kentucky Fried Chicken and Pizza Hut—all Star Wars licensees. I make my way to KFC, which happens to have the shortest line, but when I'm five people away from the counter, they run out of chicken!

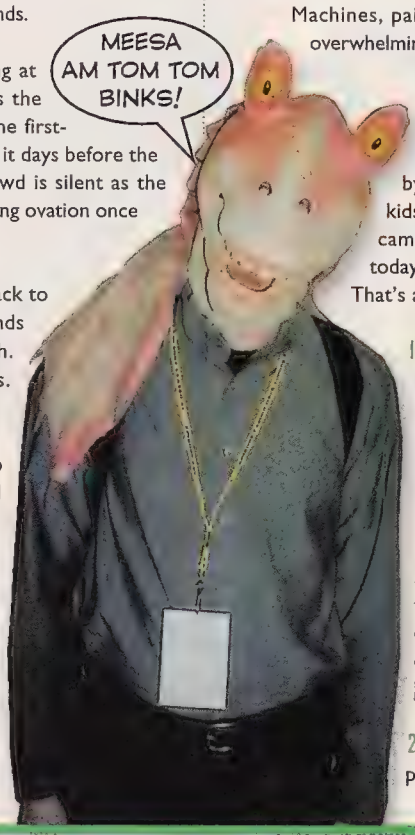
2:58 p.m. I head over to the Pizza Hut line and get the last meat pizza, but they've run out of regular Pepsi! I come to the conclusion that this is the least-organized show ever.

6:22 p.m. Time to go home. I've seen more Star Wars stuff in one day than humanly possible.

SATURDAY, MAY 1

9:26 a.m. The weather's a little nicer today, but my heart sinks as my cab pulls up to the show. The lines are 10 times as long as yesterday—they snake around the tents and even spill over into the parking lots. Unbelievable!

10:09 a.m. I'm able to sneak in to take a peek at Hasbro's action figures. Literally every toy they're gonna release in '99 is on display behind huge glass cases: action figures, playsets, puzzles, Micro-Machines, paint-by-number statues, you name it. It's overwhelming. I can feel my wallet bleeding already.



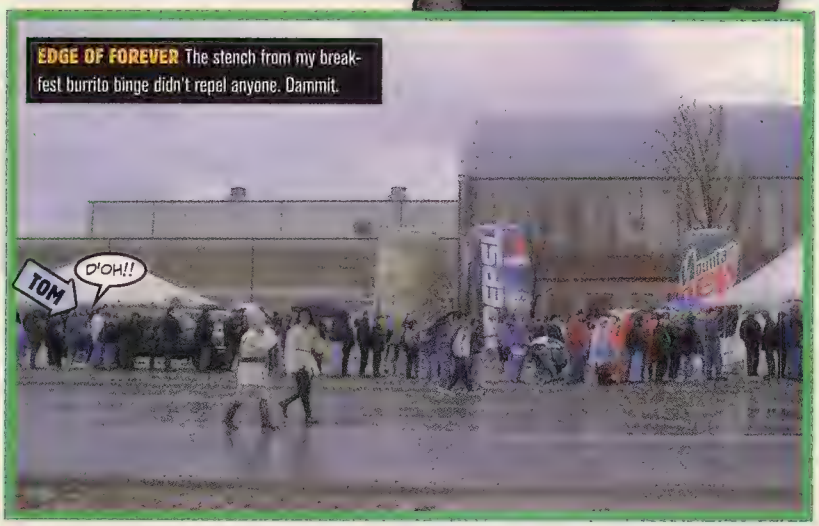
1:07 p.m. I make my way back to the main tent to catch a few more speakers just as it starts drizzling. Anthony Daniels is joined by R2-D2. Everyone, especially the young kids, goes nuts. Crowds swarm the stage with cameras in hand. I notice that the audience today is made up of a lot more women and kids. That's a good thing.

1:30 p.m. So much for the nicer weather. It's pouring outside, so I decide to stick around for the next show. I'm next to a toothless redneck who keeps shouting "WOO!" at the top of his lungs every time something cool is flashed on screen. Two seats down is Darth Maul. Or rather, his older, fatter brother.

2:17 p.m. When Daniels announces he's going to bring out someone very special, the crowd knows exactly who he means. He doesn't even have to say his name. People just start chanting, "Ray! Ray! Ray!"

2:18 p.m. Ray Park, the spiky-haired actor who plays Darth Maul, comes out with a beaming smile. He's already the biggest celebrity in the minds of these fans, but he's still a very polite, young British guy who seems overwhelmed by the huge response. At one point, Daniels asks the crowd what makes them love Maul so much and half of them yell, "'Cause he's evil!" Creepy. But when posed the same question, Park simply answers in his thick British accent, "Because he's naughty."

4:20 p.m. I head back to the hotel to rest up. I bought tickets for tonight's Jar Jar Jam, an event held off-site where actor Ahmed Best (Jar Jar Binks) will perform with his band. Half the people I talk to about it say it's going to be a Star Wars rave and the others have no idea what I'm talking about. I can't wait.



EDGE OF FOREVER The stench from my breakfast burrito binge didn't repel anyone. Dammit.

image
A man's need for vengeance can consume him.
story:
Robert Lugibihl
Sharon Scott
pencils:
Romano
nks:
Marco Galli
This September, the Hunter becomes the Hunted.
the Witchfinder
Part 1 of 3

JAR JAR BLINKS

The "Phantom Menace" you didn't see

SENATOR E.T.–When Chancellor Valorum gets a vote of no confidence, the camera pans the Congress to spy...a contingent of E.T.s, diagonal from the Wookies in the lower-left part of the screen!

FETT-ISH–Many fans claim they see Boba Fett in background scenes. We never saw the guy. Anyone out there see him? Let us know.

CROWD PLEASERS–Star Wars alumni in the pod race crowd include Warwick Davis (who played Wicket the Ewok in "Return of the Jedi"), Sofia Coppola (daughter of "Godfather" director Francis Ford Coppola) and "Phantom Menace" producer Rick McCallum.

2001: A JUNK ODYSSEY–Sharp-eyed viewers can spot the spherical space pod from "2001: A Space Odyssey" in Watto's junk yard.

BIG WEDGE–Senator Palpatine's challenger for Senate Chancellor? None other than Alderaan's Bail Antilles. Could this be the proud poppa of X-wing pilot Wedge Antilles from the original Star Wars trilogy?

NO SAMMY–In the finale's celebratory parade, there's a super-quick flash of Mace Windu standing behind Yoda for a reason: that dude ain't Samuel L. Jackson! Guess he hadda cut out to do that "Shaft" remake.

DEAD EFFECT–The only Naboo pilot to be shown blowing up in the raid on the Trade Federation ships was played by ILM special-effects guru John Knoll.

PALATIAL ESTATE–Queen Amidala's palace is actually a real palace in Casserta, Italy.

LUCASDROID–When the Battle Droids get KOed in the end, one of 'em has the serial number 1138 stamped on it as an ode to the title of Lucas' 1971 directorial debut, "THX 1138."

NO LUCAS–One "Phantom" crew member you won't see in the flick: George Lucas. The director felt it was too cheeseball to do a cameo.

PHOTO COURTESY OF FOTO FANTASIES.

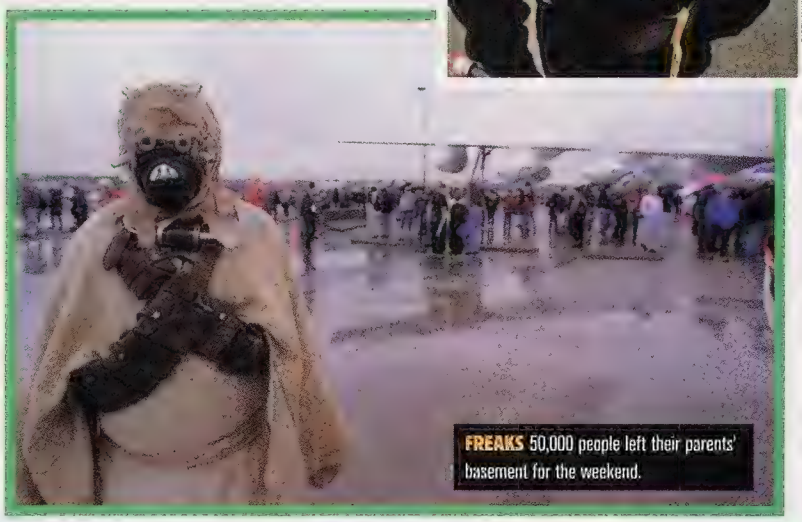
9:28 p.m. After spending 20 minutes waiting for a cab, I hitch a ride to the Jam with Richard, one of the hotel employees. Unfortunately, he's also promised rides to six other people, so I'm packed like a sardine in the back of his '96 Saturn. We go through all of the seedy parts of Denver—I spot about three crack deals and two hookers.

9:51 p.m. We arrive at the Jam and it's being held in...a church? Whatever bad feelings I had about this thing are instantly multiplied by a hundred.

9:57 p.m. Inside, the Jar Jar Jam is like an eighth-grade dance, except everyone's a whole lot more antisocial. Most of the people are huddled in the back of the room while a DJ spins tunes on stage. A bunch of partyers are in costume, and it looks like this is their 15 minutes—they're eating it up, posing for photos and joking around. One girl dressed as Slave Leia is constantly surrounded by five or six guys who sheepishly approach her to take her photo. Supposedly, she's the daughter of the actor who played Dack in "Empire Strikes Back." Whatever.

TRANSCRIPT DAVID PAU AP VISTO DOMO TIMA WEEND

10:57 p.m. Ahmed Best finally makes his way to the stage. The crowd goes absolutely nuts when Ray Park hops on to introduce the band. Best starts off with a beat-box rendition of the "Star Wars Theme" and then launches into a set that includes everything from hip-hop to straight-out rock. Meanwhile, most of the fans are still hanging out in the back and the rest, about 75 to100 totally unhip folks, clutter around the stage doing the most awkward dancing you'll ever see.



FREAKS 50,000 people left their parents' basement for the weekend.

SUNDAY, MAY 2

9:23 a.m. It isn't raining today, and even more people than before are out at the convention site. Word on the street is that over 30,000 people showed up this weekend. Amazing.

10:32 a.m. I manage to worm inside the main hangar again and get to play the new Episode I pinball game. Probably the best pinball game ever! It utilizes new technology that includes a full-color, interactive projection in the console that makes it feel like a pinball and video game.

11:53 a.m. After a few hours inside, I head on out and say my last good-byes to Denver. It's been a trip and a half and well worth it—despite all the terrible, terrible weather.

2:04 p.m. A quick lunch in the hotel lobby and it's back to New York, just in time to get on line at Toys "Я" Us for all the new Episode I toys. Yahoo!

Wizard "Toy Chest" columnist Tom Palmer Jr. now realizes that Star Wars is only about one thing: waiting in really long lines.

BECAUSE EVEN SUPERHEROES NEED PROTECTION.

WIZARD COMIC SUPPLIES by Ultra•PRO®

ASK YOUR LOCAL RETAILER TO ORDER SOME TODAY!

REMBRANDT, INC. • 6049 Slauson Ave. Commerce, CA 90040 • 323-725-1975 • www.ultra-pro.com

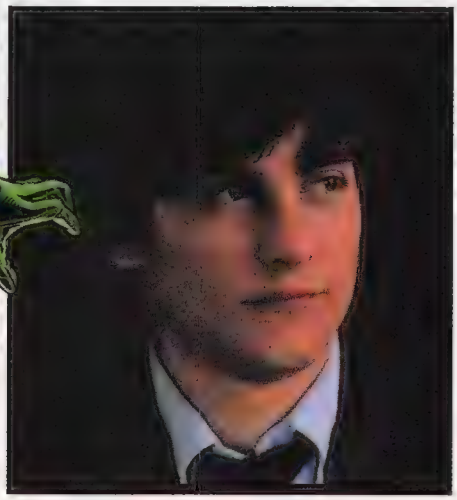
CASTING call

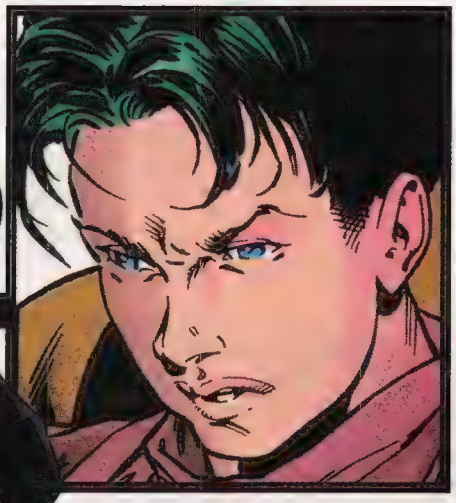
WIZARD casts the YOUNG JUSTICE MOVIE!

Young Justice—they're the hippest band of young crimefighters this side of the Mod Squad, and it's time they made their way to celluloid. Okay, maybe they don't have the grandeur of the Justice League. And no, they don't have the rich tradition of the Titans. But Young Justice has found a place for themselves nonetheless, saving the world at least once or twice and trying to keep each other in line while they figure out what this "hero" business is all about.

BY A BUNCH OF WIZARD STAFFERS

With teen movies rising to a popularity not seen since "Sixteen Candles" and special-effects extravaganzas like "The Matrix" still raking in dough, it's time for Hollywood to make the logical jump and combine the two genres. Once Joss Whedon ("Buffy the Vampire Slayer") knocks out a killer script and Doug Liman ("Go") wraps up his directing chores, theaters would be packed with audiences in the mood for a little justice.





TOBEY MAGUIRE as ROBIN

The brains behind Young Justice, Robin needs to be played with quiet sincerity as well as calculated cool. In the classic-TV/time-traveling flick "Pleasantville," Tobey Maguire brought color to a drab, '50s wasteland with the kind of deductive power that Batman's ward and YJ's leader should possess.

SETH GREEN as IMPULSE

Raised in a virtual reality environment, Impulse was trained since birth to take on the mantle of hero. Paralleling that, Seth Green ("Austin Powers," "Buffy the Vampire Slayer") has been acting since the age of six and is just now coming into his own as a full-fledged Hollywood star. Besides, Green's knack at playing a manic freak on screen would make the unbelievably hyperkinetic Bart a breakout fan favorite.

SARAH MICHELLE GELLAR as ARROWETTE

As Buffy the Vampire Slayer, Sarah Michelle Gellar don't take no guff from nobody. With a variety of demon-killing weapons in her slayer's kit bag, babe Gellar should have no problem mastering the bow and arrow, weapon of choice for the no-I've-never-met-Green Arrow heroine, Arrowette.

FREDDIE PRINZE JR. as SUPERBOY

Much to Superman's dismay, his protégé is an arrogant, young hot shot, a maverick super-dude more concerned with impressing ladies than scaring evildoers. After seeing Freddie Prinze Jr.'s pretty-boy posturing in "Wing Commander," the choice for our cloned Boy of Steel became no choice at all.

SELMA BLAIR as WONDER GIRL

Poor Wonder Girl. Her superheroine outfit makes her look like a drab brunette when she's really a cute blonde. For our flick we'd reverse that, taking girl-next-door Selma Blair ("Cruel Intentions") and slapping a blonde wig on her for her non-Wonder Girl scenes.

ED HARRIS as RED TORNADO

The once-JLAer, once-human (sorta) Red Tornado keeps watch over the kids while trying to regain his humanity. As the stoic "father" in "The Truman Show," Ed Harris chilled us as he pulled the strings on Truman's life. Slap a super-suit on him and we think he could bring humanity to our big red robot.

MALCOLM McDOWELL as MAX MERCURY

Although English, skinny and usually malevolent, Malcolm McDowell ("Star Trek: Generations") kinda looks like our silver-haired speedster Max Mercury... go figure.

MEREDITH MONROE as THE SECRET

Raised in captivity, the smoke-wielding Secret is just now figuring out how to deal with teen angst, boys and super-heroics. Speaking of angst, anyone who's tuned into "Dawson's Creek" lately has seen Andie McPhee, played by Meredith Monroe, dip slowly into insanity. Cover her in brown smoke and you've got our Secret (pun definitely *not* intended).

KEVIN NASH as RIP ROAR

Who wants to get badoomed? Well, no one, obviously, wants to face the killer power-bomb of WCW wrestler Kevin Nash. This guy's enormous and has more hair than the floor of Supercuts. As New God baddie Rip Roar, Nash would make us, and the YJ kids, wet with fear.

JACK JOHNSON II as BEDLAM

Cuter than a basket of kittens in a field of marshmallows...that's Bedlam. Problem is, he's mad as hell and isn't gonna take it anymore. A pissed-off Jake Johnson II ("Lost in Space") plus high-tech special effects would make the big, bad, purple genie that causes all sorts of problems for Young Justice and the world populace in general.

PHOTOS COURTESY OF THE EVERETT COLLECTION: TOBEY MAGUIRE, JACK JOHNSON II; PHOTOS COURTESY OF OUTLINE: FREDDIE PRINZE JR. © CHRIS CUFFARO, SETH GREEN © LESLEY BOHM, SELMA BLAIR © JEFF SLOCOMB, SARAH MICHELLE GELLAR © DALE BERMAN/CORBIS, MEREDITH MONROE © MARC ROYCE, ED HARRIS © MARK HANAUER. MALCOLM MCDOWELL COURTESY OF UNITED ARTISTS. KEVIN NASH COURTESY OF WCW.

DIGITAL CLUB FESTIVAL

"The most up-to-date interactive celebration of live music in New York City clubs and on the Internet."
- New York Post

"You don't have to plead with bouncer to get into the hippest nightclubs. All you have to do is boot up."
- Forbes Magazine

"A stage for how technology is changing the face of the burgeoning online music industry."
- Daily News

JULY 20-23, 1999

FORMERLY THE INTEL NEW YORK MUSIC FESTIVAL

The world's LARGEST online music event

- 25 CLUBS
- OVER 350 BANDS
- LIVE WEBCASTS FROM AROUND THE WORLD
- NEW MUSIC
- NEW TECHNOLOGY

REGISTRATION FOR A PASS TO ATTEND THE NYC CLUBS WILL BEGIN JUNE 14TH.

www.digitalclubfest.com

Check online at WWW.DIGITALCLUBFEST.COM or call the Festival Hotline for details: 212.677.3530

Stay tuned for the launch of the Digital Club Network

Questions? Send us an email: DCFinfo@digitalclubfest.com

intel · MTV MUSIC TELEVISION · real RealNetworks · YAHOO! Music music.yahoo.com · GLOBIX · Popular Science · SPIN · YAHOO! Internet Life · CIRCUIT CITY · NYC www.clubnyc.com · COLUMBIA · CAM · JUPITER COMMUNICATIONS www.jup.com · PAPER · POLLSTAR · SPIN.com

in conjunction with PLUG.IN July 18-20, New York City

hosted by GRACERY · BOTTOM LINE · BOWERY BALLROOM · BROWNIES · CBGB & OMFUG · CB'S 313 GALLERY · HIGH · CONTINENTAL · IRVING PLAZA · LOUNGE DEN · MEOW MIX · MERCURY · SOB'S · SPIRAL · TRAMP · WCC · Wetland

COMING attracti

MOVIE MANIA

A guide to the biggest upcoming comic-based movies

BY PATRICK SAURIOL

Who will play Wolverine in the X-Men movie? Is James Cameron going to direct the Spider-Man film? What's George Lucas got planned for the next installment of "Star Wars"?

We hear the questions from our fans; we get the letters and e-mails you send us. Now, it's time for answers. What follows is 10 pages of updates on your favorite comic-based and sci-fi film projects. We hope it answers all your questions. If not, visit our Website at wizardworld.com for insight on 40 more projects, including "The Crow: Salvation," "Madman" and "The Sandman."

* Any project that doesn't have a studio attached has been/is being independently financed.

BATMAN 5

MAJOR PLAYERS: Michael Uslan (producer); Warner Bros.
STATUS: In limbo. Warner Bros. is keeping real quiet about when and if we'll get to see a new Bat-film.
RELEASE DATE: Unknown.
PLOT: In the fifth installment of the much-publicized, oft-criticized "Batman" series, Bruce Wayne hopes to defeat his most dastardly opponent—the film critics of America, who roundly panned the George Clooney campfest "Batman and Robin." Beyond that, plot details are sketchy.
THE SCOOP: Even before "Batman and Robin" was released in 1997, work had begun on the fifth movie and screenwriter Mark Protosevich was hired to write the film. But after the fourth installment was critically attacked by die-hard fans and the general public, the Bat-franchise was stopped in its tracks.

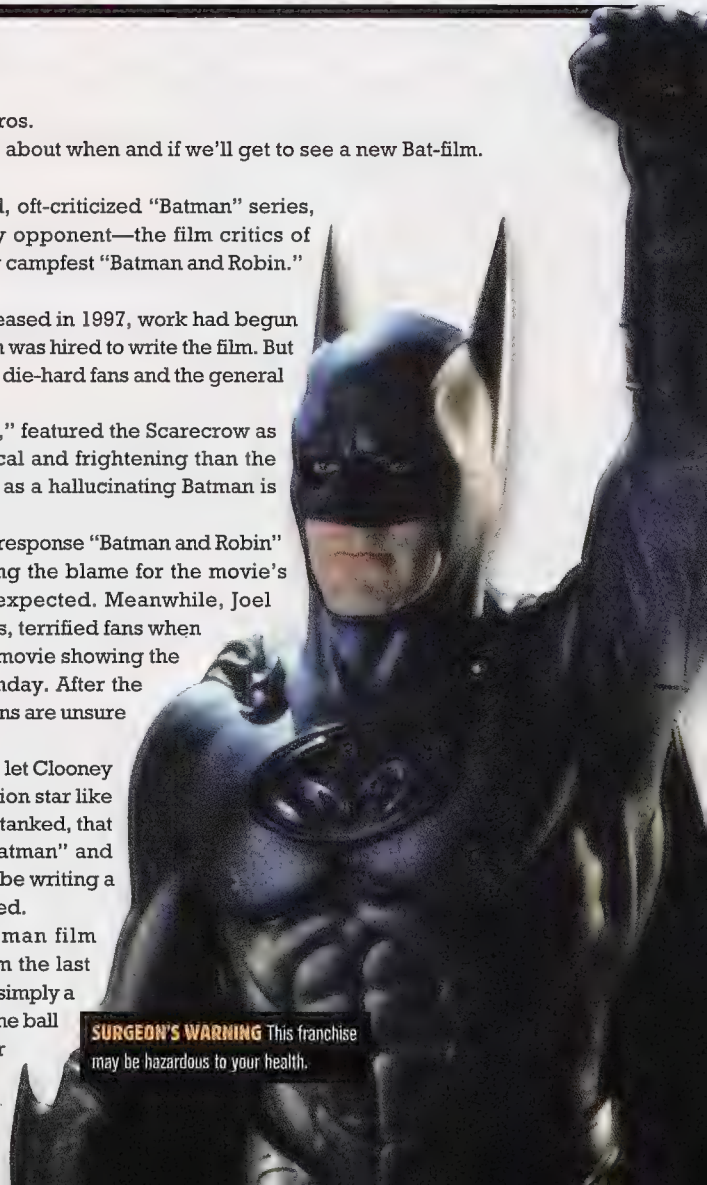
Protosevich's script, titled "Batman Triumphant," featured the Scarecrow as the main villain. It's reportedly more psychological and frightening than the previous films and includes a cameo by the Joker, as a hallucinating Batman is exposed to Scarecrow's fear gas.

But after the disappointing box office and critical response "Batman and Robin" earned, combined with Clooney publicly assuming the blame for the movie's failure, WB didn't greenlight the fifth movie as expected. Meanwhile, Joel Schumacher, who directed the third and fourth films, terrified fans when he said he'd like to do a "Batman: Year One"-type movie showing the early days of the Dark Knight around his 20th birthday. After the Bat-nipples and campy quality of the fourth movie, fans are unsure whether to trust Schumacher again.

Rumors have also swirled that the studio wanted to let Clooney out of his two-picture contract and cast a proven action star like Kurt Russell as Batman, but since Russell's "Soldier" tanked, that idea's evaporated. Paul Dini, of TV's awesome "Batman" and "Batman Beyond" animated series, was rumored to be writing a new script, but those rumors have proven unfounded.

COUNTDOWN TO WIZARD 2000

There should be a new Batman film eventually, after the wounds from the last movie have sufficiently healed. It's simply a question of naming a date, getting the ball rolling and, oh yeah, apologizing for the last movie one more time.



SURGEON'S WARNING This franchise may be hazardous to your health.

PHOTO COURTESY OF WARNER BROS.

HOLLYWOOD AND TV STUFF THAT YOU CARE ABOUT

ons

BLAST

MAJOR PLAYERS: Jeph Loeb, Joe Madureira (screenwriters); Nickelodeon.
STATUS: In the early stages of development.
RELEASE DATE: Targeted for summer 2000.
PLOT: Blast thinks he's like all other young boys, but he's not. In fact, his mother is really a C.I.A. agent monitoring his progress, while his father is the scientist who designed him.
THE SCOOP: Originally Loeb and Madureira planned this project as an animated movie, but it looks more like it'll be a live-action picture instead. A draft has been submitted to Nickelodeon, according to Loeb, and the next step is an animated short before the live-action feature.

BONE

MAJOR PLAYERS: Jeff Smith (creator/director/screenwriter); Dan Root (screenwriter); Nickelodeon.
STATUS: In active development. The script is complete and pre-production has begun.
RELEASE DATE: Smith estimates the film will need 18 months in production, making the earliest possible release date the end of 2000.
PLOT: Based on Jeff Smith's self-published comic, this animated film will focus on three cousins who are run out of Boneville and make their way deep into a forest, where they are taken in by a woman named Thorn and her Gran'ma. The three Bone cousins also face danger from giant rat creatures and a mysterious stranger known as the Hooded One.
THE SCOOP: Smith has complete control over the movie: He's directing, co-writing and co-producing. The movie's storyline follows the events of the comic's first 16 issues, but the main event is the hilariously chaotic Great Cow Race. All of the *Bone* characters, from Ted the Bug to the Red Dragon, will make appearances in the movie.

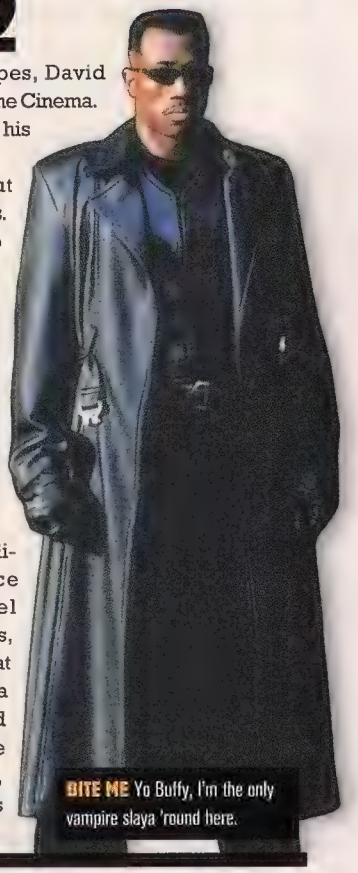
BUFFY, THE VAMPIRE SLAYER

MAJOR PLAYER: Joss Whedon (creator).
STATUS: Whedon hasn't started writing the movie script yet.
RELEASE DATE: Unknown.
PLOT: This project, based on the hit TV series and not the forgettable 1993 movie with Luke Perry and Kristy Swanson, follows the exploits of Buffy Summers. While other kids worry about breaking curfew, Buffy is more concerned about breaking a few vampire necks. She's a slayer of the undead, and together with her school posse and watcher Giles, they're all that stand in the way from the minions of hell taking over the world.
THE SCOOP: Whedon tossed around ideas to bring his hit WB show to the big screen last year, but has been too busy working on a new spin-off series featuring Angel slated for this fall. Whedon wants to do the movie eventually but not quite yet.

STICK IT Hey Wes, how 'bout that "Jungle Fever"?

BLADE 2

MAJOR PLAYERS: Wesley Snipes, David Goyer (screenwriter); New Line Cinema.
STATUS: Goyer has handed in his first draft of the script.
RELEASE DATE: Unknown, but assumed to be within two years.
PLOT: Snipes returns to reprise his role as Blade, the human vampire slayer who has the same powers as the undead, in this sequel to the surprise New Line smash based on the Marvel comic. Blade must join forces with his enemy to defeat an evil force that threatens humanity and the vampire tribes.
THE SCOOP: Early reports indicated the villainous force would be another Marvel Comics' creation—Morbius, the Living Vampire—and that Morbius would represent a new, more powerful and dangerous mutation of the vampiric virus. However, Goyer has denied Morbius is in the current script.



BITE ME Yo Buffy, I'm the only vampire slaya 'round here.

DANGER GIRL

MAJOR PLAYERS: J. Scott Campbell, Andy Hartnell (screenwriters); New Line Cinema.
STATUS: The script is finished, but rewrites are in progress.
RELEASE DATE: Unknown.
PLOT: One of the hottest new comics around, Cliffhanger's *Danger Girl* follows the exploits of Abbey Chase, an operative for Operation Danger Girl, Inc., traveling around the globe on secret missions. Together with her associates and her leader Deuce, Abbey and the Danger Girl team manage to save the day by using their brains, brawn and beauty.
THE SCOOP: Campbell and Hartnell handed in their draft last December, and it was well-received, but New Line has hired additional screenwriters to touch it up. The hope is the script will come out even better so that A-list stars (Charlize Theron? Catherine Zeta-Jones?) can be attracted to play the roles of Abbey, Sidney, Natalia and Deuce. Interestingly enough, this project seems to move forward when

For more information on "Catwoman," "Death: The High Cost of Living," "From Hell" and more, visit **wizardworld.com.**

PHOTO COURTESY OF NEW LINE CINEMA, BUFFY PHOTO COURTESY OF FOTO FANTASIES.

there's activity on the "Charlie's Angels" movie, because you just can't get enough of dueling babe-alicious secret agent movies.

DAREDEVIL

MAJOR PLAYERS: Ben Myron (producer); 20th Century Fox.
STATUS: In limbo.
RELEASE DATE: Unknown.
PLOT: Matt Murdock, blinded as a child in an accident, can "see" the world through hyper senses. Fully grown, Murdock wears a costume and protects Hell's Kitchen under the identity of Daredevil, the man without fear.
THE SCOOP: Comic writer J.M. DeMatteis wrote a treatment for a movie script in '97 that never got developed. Since then, this project's floundered but did attract the interest of writer/director Mark Steven Johnson last year. However, no "Daredevil" script has surfaced yet.

FEELIN' HORNY Hey, check out my Double Os.

DOGMA

MAJOR PLAYERS: Kevin Smith (screenwriter/director); Linda Fiorentino, Chris Rock, Jason Mewes, Ben Affleck, Matt Damon, Alanis Morrisette, Salma Hayek.
STATUS: The movie is complete and was shown at the Cannes Film Festival in May.
RELEASE DATE: October 1999.
PLOT: Two renegade angels (Damon and Affleck) try to get re-admitted to Heaven on a technicality... and destroy the world as a side effect. God chooses a woman and two burnouts to be his prophets and stop the angels.
THE SCOOP: Comic-god Kevin Smith gets an A-list cast to direct, including Oscar winners Damon and Affleck and pop star Morrisette. However, the sensitive nature of the subject matter—religion—and its treatment have scared off Miramax and its parent company, family-friendly Disney, from distributing the film. Miramax head honchos Bob and Harvey Weinstein have stepped up and paid $10 million to independently distribute the film, an approach they took with the similarly controversial film "Kids" a few years ago. The brothers said they bought the film to eliminate potential problems for Disney, but there's also speculation Disney was upset at a scene that poked fun at a corporation's licensing of its world-famous animal mascot. For the record, it's Mooby, the Golden Calf.

THE MATRIX 2

MAJOR PLAYERS: Keanu Reeves, Larry and Andy Wachowski (directors/screenwriters); Warner Bros.
STATUS: Still in the discussion stage.
RELEASE DATE: Unknown.
PLOT: It's a secret.
THE SCOOP: The Wachowskis, who wrote and directed the first film, have stated that they intended the surprise smash "The Matrix" to be the first in a three-part trilogy. Now that the first film's made $150 million, it's time for Warner Bros. to cut a deal with the Wachowskis. The brothers are keeping quiet, but "Matrix" producer Joel Silver wants them working on a follow-up a.s.a.p. Reeves has reportedly re-upped for the sequel, with a $20 million price tag and assurance his band Dogstar would be featured in the soundtrack. Carrie-Anne Moss, Trinity in the first movie, is also up for a sequel. Until then, follow new comic book stories on the film's Website, www.whatisthematrix.com.

WHOA! Chicks-dig-my-cool-karate-stance.

DOOM

MAJOR PLAYERS: Todd McFarlane Productions (conceptual designer); Ron Mita, Jim McClain (screenwriters); Dino Conte, Moe Lospinoso (producers); TriStar Pictures.
STATUS: In development. Script rewrites might happen once McFarlane finishes contributing story concepts.
RELEASE DATE: Possibly 2001.
PLOT: A lone space marine, an endless army of demons and a whole lotta ammo. It's a hit video game. What more do you want?
THE SCOOP: Todd McFarlane ("Spawn") has gotten involved as creative producer on the film, contributing story concepts and character designs. This might mean the current screenplay will need to be modified or scrapped once McFarlane and his team have their say.

FANTASTIC FOUR

MAJOR PLAYERS: Sam Hamm (screenwriter); Chris Columbus, Mark Radcliffe, Michael Barnathan, Bernd Eichinger (producers); 20th Century Fox.
STATUS: In development, although it's been held up for a number of years.
RELEASE DATE: Possibly 2001 or 2002.
PLOT: Four adventurers blast off into outer space on board an experimental spaceship and are exposed to cosmic rays. They soon discover the rays have given them fantastic powers and form a team known as the Fantastic Four.
THE SCOOP: A script by Michael France ("GoldenEye") was rejected because it would prove too expensive to film. Hamm's new script reportedly lowers the budget, but reports say it'll still cost over $100 million to make. Producers were

MATRIX PHOTO BY JASON BOLAND. SPAWN PHOTO COURTESY OF NEW LINE CINEMA.

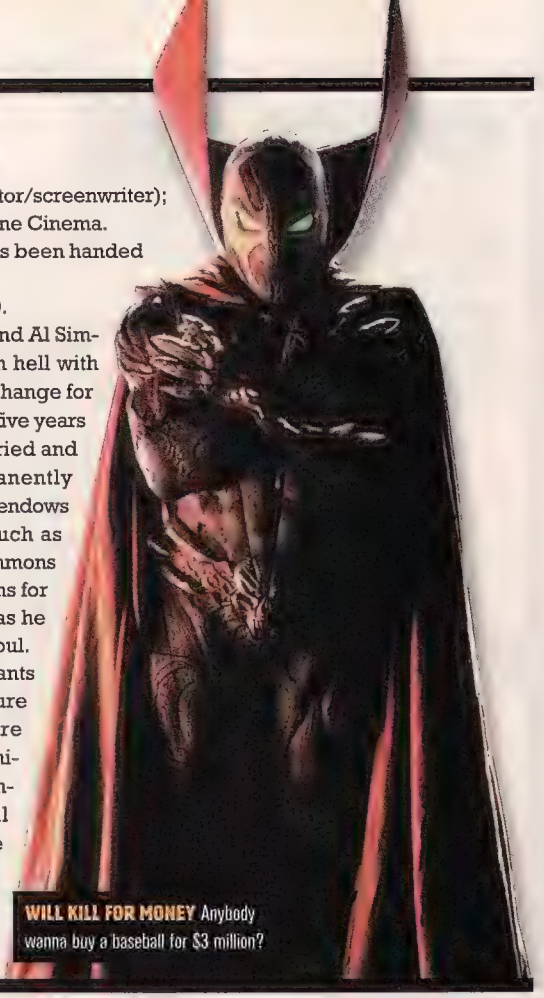
hoping for an early 1999 pre-production start, but the film appears to be delayed again. However, Fox did renegotiate the film rights for another two years. The studio may be waiting to see how the the "X-Men" film does before committing to another big-budget superhero flick.

FATHOM

MAJOR PLAYERS: Michael Turner and Top Cow Productions (Producers); Fox Feature Animation
STATUS: Fox acquired the feature rights and is developing a "Fathom" animated movie. No screenwriter or director has been announced yet.
RELEASE DATE: Targeted for summer 2002.
PLOT: Michael Turner's underwater comic smash at Top Cow makes it way to the big screen as marine biologist Aspen Matthews comes face-to-face with a mysterious underwater being while working on a deep-sea facility. This being may be able to unlock the mysteries of Matthews' past and her discovery of aquatic powers.
THE SCOOP: Top Cow and Turner will serve as producers, working on storyboards, matte paintings and character designs. Traditional cel and computer graphic animation will be used, with the cel work taking place in Japan. Turner's said the picture will be just as gritty, adult and full of all-out action as the comic and won't be toned down. The series' first nine issues will comprise the movie's storyline, with additional material included from future story arcs.

SPAWN 2

MAJOR PLAYERS: Todd McFarlane (creator/screenwriter); John Leekley (screenwriter); New Line Cinema.
STATUS: The first draft of the script has been handed in to New Line.
RELEASE DATE: Possibly Summer 2000.
PLOT: War hero, assassin and husband Al Simmons is killed and strikes a deal in hell with Malebolgia to return to Earth in exchange for his soul. However, Simmons returns five years later to find that his wife has remarried and has a child. With his body permanently grafted to a living symbiotic suit that endows him phenomenal superpowers, such as teleportation and shape-shifting, Simmons now fights against Malebogia's plans for him to lead the forces of darkness as he searches for a way to reclaim his soul.
THE SCOOP: McFarlane has said he wants to make the second "Spawn" picture darker than its predecessor—more like the movie "Seven" and the animated "Spawn" HBO series—by toning down some of the fantastical elements and setting it in a more urban environment. Rumored main characters in the script are Wanda (Spawn's ex-wife) and homicide detectives Sam and Twitch.



WILL KILL FOR MONEY Anybody wanna buy a baseball for $3 million?

RING-A-DING-DING Kyle or Hal–who makes the cut?

FINAL FANTASY

MAJOR PLAYERS: Hinrobu Sakaguchi (director); Al Reinert, Hinrobu Sakaguchi, Jeff Vintar (screenwriters); Columbia Pictures
STATUS: In production.
RELEASE DATE: Summer 2001.
PLOT: Details are being kept secret, but it borrows story elements used in the Square Soft Final Fantasy video game.
THE SCOOP: SquareSoft is busy making this digitally animated project at its Hawaiian studios. It's going to take more than three years to render all the movie scenes, but advance work looks incredible. This could be the world's first CGI film that looks better than a photograph. Director Hinrobu Sakaguchi,also Square Soft's vice president, reportedly has been pushing hard to get 15 minutes of completed footage done to show his bosses back in Japan, but last-minute script rewrites and in-house problems have delayed the project.

GREEN LANTERN

MAJOR PLAYERS: Alan Riche, Tony Ludwig (producers); Warner Bros.
STATUS: The project appears to be stuck in development.
RELEASE DATE: Unknown.
PLOT: Test pilot Hal Jordan is the first human to wear the alien emerald ring enabling him to create anything he could imagine. With the ring, the Green Lantern patrols and protects his sector of the galaxy. It's unknown whether the film focuses on Kyle Rayner—the only active Lantern—or Jordan.
THE SCOOP: The last writer associated with the project was Alex Zamm, whose most recent film was the ill-fated Carrot Top movie. Zamm apparently handed in a treatment that came across as too cartoony. A script was never written, and as of right now, the property remains undeveloped.

For more information on "Godzilla 2," "Ghostbusters 3," "Indiana Jones 4" and more, visit **wizardworld.com.**

SPIDER-MAN

MAJOR PLAYERS: David Koepp (screenwriter); Avi Arad, Eric Ellenbogen, Stan Lee (executive producers); Sony Pictures.
STATUS: Koepp is writing the script based on an earlier treatment written by James Cameron. No due date has been given.
RELEASE DATE: Unknown.
PLOT: Peter Parker is bitten by a radioactive spider and develops remarkable powers of heightened agility, strength and a strange spider sense. He realizes he has a great responsibility, makes himself a costume and protects New York City as the amazing Spider-Man.
THE SCOOP: For years, director James Cameron ("Aliens," "Terminator" movies and that film about a ship hitting an iceberg) wanted to make this picture. He even wrote a story concept that showed the origin of Spidey and featured two supervillains with the powers of Electro and the Sandman. But legal wranglings kept the case in court for years while multiple lawsuits were heard. Last March, Marvel and Sony reached a deal giving Sony the rights to make a Spider-Man film. Cameron has stated he has no interest in the project anymore, but Sony hired veteran screenwriter David Koepp ("The Lost World") to pen the new screenplay based on Cameron's 1991 treatment, which Sony now owns. One actor who really wants the role of Peter Parker is Freddie Prinze Jr. ("I Know What You Did Last Summer"), and Ben Affleck, Jim Carrey and Leo DiCaprio have been mentioned as potentially donning the mask. The hottest new rumor revolves around Sony approaching the Wachowski brothers ("The Matrix") to make the movie.

DOUGH BOY I hope they use a stunt double for my nude scenes.

HULK

MAJOR PLAYERS: Michael France (screenwriter); Universal Pictures.
STATUS: A new script is currently being written.
RELEASE DATE: Unknown.
PLOT: When scientist Dr. Bruce Banner was accidentally exposed to gamma radiation, his cells were mutated. Now, when he becomes angry, he transforms into a green-skinned, towering, muscular brute that's practically unstoppable—the incredible Hulk.
THE SCOOP: This project nearly went into production a year ago under director/writer Jonathan Hensleigh's ("Die Hard With a Vengeance") command, and names such as Jeff Daniels ("Dumb and Dumber"), Johnny Depp ("Edward Scissorhands") and Steve Buscemi ("Armageddon") were being tossed around to play "puny Banner." Instead, Universal halted progress when the budget escalated past $100 million, and nothing's changed in more than a year. Michael France ("GoldenEye") was recently hired to write a new screenplay.

IRON MAN

MAJOR PLAYERS: Unknown.
STATUS: A new script will reportedly be written very shortly.
RELEASE DATE: Unknown.
PLOT: Marvel Comics' favorite industrialist/billionaire Tony Stark commands a high-tech suit of armor that gives him extraordinary powers. Stark uses the suit to protect his corporate empire and the safety of the world from diabolical forces.
THE SCOOP: The screenplay by Jeff Vintar ("Final Fantasy") featured the evil scientific coalition of Advanced Idea Mechanics (A.I.M.), led by a certain orange-and-purple, power-mad floating head known as MODOK. Vintar's script attracted the attention of Nicolas Cage and Tom Cruise's production companies at one time, but that script is out the door, and word on the street is a new screenplay will soon be written. Jeffrey Caine ("GoldenEye") has been rumored to be the leading man for the writing job, and New Line Cinema may be where Stark hangs his suit.

THE LEAGUE OF EXTRAORDINARY GENTLEMEN

MAJOR PLAYERS: Alex Ayers (screenwriter); Don Murphy, Jane Hamsher (producers); 20th Century Fox.
STATUS: In the early stages of development. 20th Century Fox purchased the film rights before the comic's first issue was released.
RELEASE DATE: Unknown.
PLOT: Alan Moore's red-hot *League of Extraordinary Gentlemen* mini-series teams up some of the 19th century's best-known literary characters, such as Mina Murray (*Dracula*), Alan Quartermain, Captain Nemo (*20,000 Leagues Under the Sea*), Dr. Jekyll/Mr. Hyde and the Invisible Man.
THE SCOOP: The script is half completed and expected to be handed in before end of summer. Fox is very enthusiastic about this project and wants to make it a "tentpole" movie, a major release in whatever year it comes out. Once the script is done, the production team will start meeting with A-list directors. If one signs on, expect development to start very soon, possibly by end of year.

FLYIN' HIGH Screw Mandarin, it's Happy Hour at Hooters.

SPIDER-MAN PHOTO BY PAUL SCHRADI.

MAGE

MAJOR PLAYERS: Kevin Smith (screenwriter).
STATUS: In the early stages of development. Wagner has unofficially optioned the film rights to Critical Mass Entertainment, a film production company.
RELEASE DATE: Unknown.
PLOT: Down-and-out Kevin Matchstick leaps from the pages of Matt Wagner's 12-issue *Mage: The Hero Discovered* mini-series and onto the big screen. Matchstick learns he's the heir to the legacy of King Arthur and, armed with a magically powered baseball bat, tries to stop the threat of the evil demon Umbra Sprite.
THE SCOOP: Smith has been interested in getting the ball rolling on this movie for a couple of years now. Smith has said he'll write the screenplay, but he isn't interested in directing such a special effects-laden film. Vince Vaughn ("Psycho") and Robin Williams have been targeted as ideal choices to play Matchstick and Mirth.

THE MARK

MAJOR PLAYERS: Will Smith (screenwriter/producer); James Wong, Glen Morgan, Rob Liefeld (screenwriters); Dean Devlin, Roland Emmerich, James Lassiter (producers); Universal Pictures.
STATUS: In development.
RELEASE DATE: Unknown. Possibly within two to three years.
PLOT: After finding a strange talisman, Mike Collins discovers he's been chosen as the defender of the world for an upcoming struggle between the forces of good and evil.
THE SCOOP: Comic artist Liefeld, who developed this idea specifically as a movie, was the screenwriter for the project when Smith became interested, but Liefeld was subsequently let go last year. Wong and Morgan—writers/producers for the first few seasons of "The X-Files"—have been hired, and a new script's done, but the project isn't moving any faster. This project is just one of many Smith can decide to do next—if he still wants to at all.

MEN IN TIGHTS Macy (left) and Stiller lead the "Mystery Men." Dig it.

MYSTERY MEN

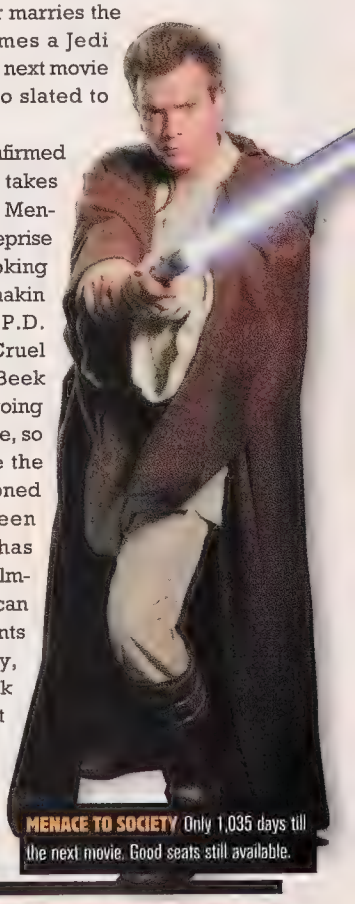
MAJOR PLAYERS: Ben Stiller, Greg Kinnear, Janeane Garofalo, William H. Macy, Geoffrey Rush, Hank Azaria, Paul Reubens; Kinka Usher (director); Bob Burden (creator); Universal Pictures.
STATUS: Done and done.
RELEASE DATE: August 6, 1999.
PLOT: Created by Bob Burden, who brought the Flaming Carrot to comics, seven wannabe "superheroes" decide to join forces and search for the missing Captain Amazing, the city's greatest superhero.
THE SCOOP: Burden's Mystery Men have the kind of superpowers that inspire fits of laughter in their opponents. Think Monty Python meets "Justice League of America." The Spleen (Reubens) can digest anything he eats. The Bowler (Garofalo) has lacquered her father's skull inside her bowling ball. Mr. Furious (Stiller) has the power to get really, really mad. And you can probably guess what The Shoveler's (Macy) weapon of choice is. With the film's eclectic cast, encouraging advance reviews and a funny script, this could do for superheroes what "Ghostbusters" did for horror movies.

PREACHER

MAJOR PLAYERS: Garth Ennis (screenwriter); Kevin Smith (executive producer); Rachael Talalay (director).
STATUS: Currently in pre-production. Storyboarding by *Preacher* artist Steve Dillon and location scouting are taking place this summer.
RELEASE DATE: Targeted for 2000.
PLOT: Based on the DC/Vertigo series, "Preacher" introduces Jesse Custer as a small-town preacher bonded with Genesis, the powerful offspring of a

STAR WARS: EPISODE II

MAJOR PLAYERS: Ewan McGregor, Natalie Portman, Samuel L. Jackson; George Lucas (director/screenwriter); 20th Century Fox.
STATUS: Preproduction meetings and location scouting have already begun. Lucas has also started writing the first draft of the movie's script and will direct again. Filming starts in June 2000 at Fox's Sydney studios in Australia.
RELEASE DATE: May 2002.
PLOT: Set 10 years after "Phantom Menace," Darth Sidious takes over the Republic, turns it into the Empire and controls everything. Anakin Skywalker marries the queen (Portman) and becomes a Jedi Knight. Lucas, in fact, labels the next movie a love story. Boba Fett is also slated to appear.
THE SCOOP: Here's the cool, unconfirmed stuff: Since the second movie takes place 10 years after "Phantom Menace," Lloyd will not be able to reprise his role as Anakin. Lucas is looking to cast someone as an older Anakin (Rick Schroeder from "N.Y.P.D. Blue"? Ryan Philippe from "Cruel Intentions"? James Van Der Beek from "Dawson's Creek"?) It's going to be darker than the first movie, so it's possible we'll get to see the Clone Wars that were mentioned in "Episode IV". There's been reports early effects work has already started, including the filming of exotic animals so I.L.M. can create more lifelike movements with digital creatures. Finally, there's also been some talk that a romantic triangle might form between Obi-Wan (McGregor), Anakin and the Queen, further causing Anakin to fall sway to the Dark Side of the Force.


MENACE TO SOCIETY Only 1,035 days till the next movie. Good seats still available.

For more information on "Men in Black 2," "Mission Impossible 2," "Planet of the Apes" and more, visit **wizardworld.com**.

GOLDMAN KENTON PHOTO ™ & © LUCASFILM LTD. MYSTERY MEN PHOTO COURTESY OF THE EVERETT COLLECTION.

TOONIN

10 ANIMATED FILMS TO KEEP YER EYES ON

ASH (DreamWorks Animation)
Based on the Event Comics series by Joe Quesada and Jimmy Palmiotti, this firefighting superhero could hit the big screen as early as 2002, with Katsuhiro Otomo ("Akira") directing.

ATLANTIS (Disney)
Breaking from its long-standing musical tradition, the action-adventure "Atlantis" could hit as early as 2001. *Hellboy* creator Mike Mignola is currently doing design work on it.

BEAVIS AND BUTT-HEAD 2 (Paramount Pictures)
1996's "Beavis and Butt-head Do America" certainly made enough to warrant a sequel, but for some reason, MTV Productions has put this project on hold.

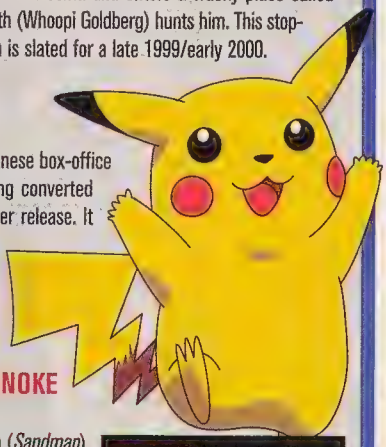
DINOSAURS (Disney)
Set for a May 2000 release, this film about a young dinosaur raised by mammals 65 million years ago has reportedly been in the works for some 10 years! Word has it the dinos here put "Jurassic Park" to shame.

HEAVY METAL 2: F.A.K.K. 2
A sequel of sorts to 1981's "Heavy Metal," "F.A.K.K.2" is based on Simon Bisley and Kevin Eastman's *The Melting Pot*, with Eastman's wife and former *Penthouse* Pet of the Year Julie Strain playing the lead. Look for a late summer/fall release.

IRON GIANT (Warner Bros.)
This animated feature about a boy who finds a giant robot from outer space bowled over test audiences. Expect this flick, which flaunts plenty of comic book references, to be a huge hit with all ages when it hits in August.

MONKEY BONE (20th Century Fox)
Based on the Mad Monkey Press comic *Dark Town*, a cartoonist (Brendan Fraser), falls into a coma and enters a wacky place called "Dark Town," where Death (Whoopi Goldberg) hunts him. This stop-motion puppeteering film is slated for a late 1999/early 2000.

POKÉMON (Warner Bros.)
The film that broke Japanese box-office records is currently being converted to English for a November release. It actually consists of the two films: "Pikachu's Summer Vacation" and "Mewtwo Strikes Back."



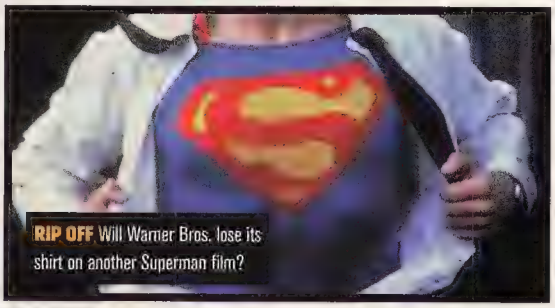
PIKA PIKA Holy Jigglypuff, there's a Pokémon movie coming.

PRINCESS MONONOKE (Miramax)
Comic scribe Neil Gaiman (*Sandman*) wrote the English adaptation of this record-breaking Japanese film due to hit U.S. theaters in July.

TITAN A.E. (20th Century Fox Animation)
Written by Ben Edlund (*The Tick*), "*Titan* A.E." tells a futuristic tale of a destroyed Earth and a young boy's search for a lost starship named "*Titan*." Guest voices include Matt Damon, Drew Barrymore and Janeane Garofalo. Look for it next year. ■

SUPERMAN V

MAJOR PLAYERS: Dan Gilroy (screenwriter); Jon Peters (producer); Warner Bros.
STATUS: Gilroy's draft was the last known "Superman" script commissioned by WB over a year ago.
RELEASE DATE: Unknown.
PLOT: Superman battles Brainiac, the evil intelligence that destroyed his home planet of Krypton, and Doomsday, a genetically-created monster that fights and kills the Man of Steel. Billionaire Lex Luthor discovers evidence of Superman's arrival and literally joins forces with Brainiac, merging to become a new being known as "Luthiac." Superman rises from the dead and fights Luthiac as he/it attempts to possess the world's nuclear weapons arsenal.



RIP OFF Will Warner Bros. lose its shirt on another Superman film?

THE SCOOP: This project's seen more twists and turns than a Ricky Martin video. First Kevin Smith wrote a script for director Tim Burton, which attracted the attention of Nicolas Cage back in '97. Screenwriter Wesley Strick ("The Saint") was then hired by Burton to do a rewrite, which resulted in the Luthiac character. It looked like the movie was going to shoot but rapidly fell apart—possibly because of a huge estimated budget, possibly because of negative fan reaction to Cage. In the wake of the "Batman and Robin" fiasco, Warner Bros. chose to proceed with caution. Burton eventually walked away from the project, and Cage moved on. Gilroy ("Freejack") was then hired and performed a rewrite, adding the concept of "K," the embodiment of the spirits of his Kryptonian parents that resurrects Superman from the dead after his fight with Doomsday. Clark also reveals his secret identity to Lois, and by the conclusion of the movie, she's carrying his child!

But that was a year ago, and since then, WB has offered the project to hot up-and-coming directors like Brett Ratner ("Rush Hour"), Michael Bay ("Armageddon") and Shekhar Kapur ("Elizabeth"), but no deals have been finalized. It looks like it's going to cool off even more before it gets warm again.

demon and an angel. Together with his former girlfriend-turned-hitman and an Irish vampire, the trio go off seeking God and answers to life's tough questions. The script roughly covers the first four issues of the comic, but also includes Jesse's evil cousins Cody and T.C. as additional villains.

THE SCOOP: Offers were made to Ben Affleck (Jesse), Cameron Diaz (Tulip), Robert Carlysle (Cassidy) and Samuel L. Jackson (the Saint of Killers). Unofficial reports indicated Affleck turned down the part because he doesn't want to play consecutive religious roles; he'll appear as an angel in Smith's "Dogma" this fall.

SUPERMAN PHOTO COURTESY OF FOTO FANTASIES. "TERMINATOR 2" PHOTO © 1991 CAROLCO PICTURES INC.

SHI

MAJOR PLAYERS: Tia Carrere; Billy Tucci(screenwriter/producer); Peter Gutierrez (screenwriter); Warner Bros.
STATUS: Production is slated to begin in January 2000.
RELEASE DATE: Possibly 2000.
PLOT: Billy Tucci's self-published comic follows Ana Ishikawa, who as a child was forced to watch her brother and father murdered. Now, after being raised and trained in the ways of *bushido* by her grandfather, Ana adopts the Japanese name "Shi"—meaning "death"—and seeks vengeance.
THE SCOOP: "Wayne's World" sexpot Carrere has signed on to play Shi and has talked up the project on "Late Night With David Letterman." Tucci and Gutierrez, who have worked on the Shi comic, team up to handle the writing chores. Tucci has just completed the second draft of the screenplay and anticipates shooting will commence in December. According to Tucci, the script is faithful to the 12-issue *Way of the Warrior* mini-series and is "very psychological."

SILVER SURFER

MAJOR PLAYERS: Mike Finch (screenwriter); Bernd Eichinger (producer); 20th Century Fox.
STATUS: Stuck in development.
RELEASE DATE Unknown.
PLOT: The Fox cartoon may have tanked, but the movie won't go away that easily. Norrin Radd, a peaceful citizen of the planet Zenn-La, becomes the herald of the world-devouring Galactus in exchange for the safety of Zenn-La.
THE SCOOP: An earlier script features the approaching Surfer shot down by jet fighters, then later befriended by a S.E.T.I. scientist and the blind Alicia Masters before

I'LL BE BACK Or will Arnold be an ex-Terminator?

Galactus arrived to devour the planet. A rumor has circulated that the computer science department of an unnamed college created a five-minute short film showing a T-1000-like Surfer walking about. Regardless, the project's been stuck in development hell for years, but that hasn't stopped Fox from renegotiating the film rights for another two years and commissioning a new screenplay by Mike Finch ("Wing Commander").

STAR TREK 10

MAJOR PLAYERS: Patrick Stewart, Brent Spiner; Paramount Pictures.
STATUS: Preliminary talks about story concepts took place early this year.
RELEASE DATE: It's gonna happen, but not for a couple of years at least.
PLOT: Unknown.
THE SCOOP: "Insurrection," the last "Star Trek" movie, made its money back, but it didn't send the box office rocketing into warp speed like 1996's "First Contact" did. Another reason why Paramount is on alert: Patrick Stewart's paycheck was somewhere around $11 million for the last movie, and $5 million-dollar-man Brent Spiner, who plays the android Data, has said he probably has one more movie left before the signs of aging start becoming noticeable on his face. A shakeup could be in the cards for the next "Trek" adventure and questions abound: Will Commander Riker assume command of the ship while Picard steps down? Will Data be recast or destroyed? Will the Enterprise finally get a trendy Starbucks franchise onboard the ship?

TERMINATOR 3

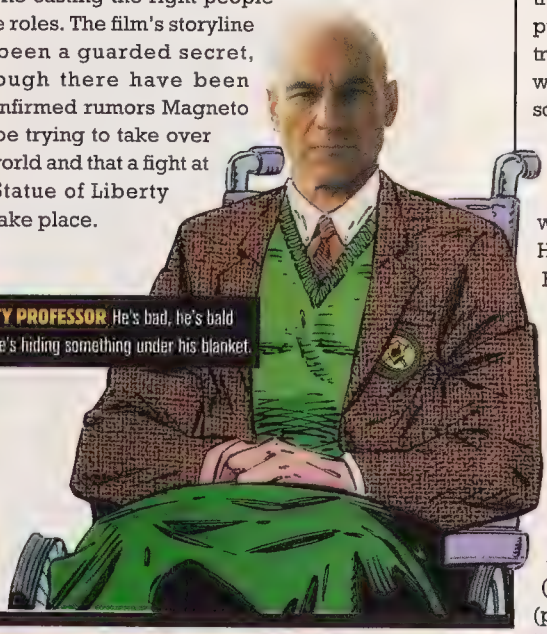
MAJOR PLAYERS: Arnold Schwarzenegger; James Cameron (director/screenwriter); 20th Century Fox.
STATUS: In the early stages of development. No script exists, but Cameron is interested in making a third film.
RELEASE DATE: Unknown.
PLOT: Sarah Connor was hunted by a cyborg called a "terminator" sent from a dark future where humanity is at war with thinking machines.
THE SCOOP: A year ago, this project seemed pretty unlikely; 50 percent of the rights were owned by Cameron's ex-wife Gale Anne Hurd, while producer Andy Vajna bought the other half at auction for $8 million. Meanwhile, Cameron and Schwarzenegger wanted nothing to do with the project. Then, somewhere along the line, Fox bought the rights from Vajna and Hurd, approached Cameron, and last December, the story broke that "T3" could be a reality. Now that the rights are owned by the studio where Cameron has a multipicture deal, there's one more unresolved question. What about "Terminator" star Linda Hamilton? Will Cameron's latest ex-wife sign on to work with the ex-husband who left her for another woman? Although we might get to see Ah-nuld play the T-800 again, Hamilton might not want to be in the same room as her ex. Cameron's busy developing a new sci-fi TV series ("Dark Angel") and a

For more information on "House of Secrets," "The Project," "Swamp Thing" and more, visit **wizardworld.com.**

STOP RACISM
THE ANTI-RACIST ACTION BENEFIT CD
FEATURING NEW MATERIAL FROM:
H2O...ENSIGN...DISCOUNT...GOOD RIDDANCE...
VIOLENT SOCIETY...LESS THAN JAKE...JELLO
BIAFRA...MIKE PARK...GHOTI HOOK...FOR THE
LIVING...CREEP DIVISION...THE SUICIDE
MACHINES...FAHRENHEIT 451...CITIZEN FISH...
THE TOASTERS...ACUMEN NATION...NAPALM DEATH
...MEMPHISKAPHELES...THE BOUNCING SOULS...
CITIZEN COPE...GAMEFACE...BETTER THAN A
THOUSAND...THE BROADWAYS...ALKALINE TRIO...
BUY IT ONLINE AT: www.positive-youth.com
also available from your favorite online music stores
$12.00 POSTAGE PAID FROM ATTITUDE
@ttitude
ATTITUDE
P.O. BOX 64
GREENCASTLE, PA 17225
(717) 597-9065
attitude@epix.net
www.positive-youth.com
ASIAN MAN RECORDS
P.O. BOX 35585
MONTE SERENO, CA 95030
brucelee@pacbell.net www.asianmanrecords.com
FOR MORE INFORMATION AND FREE ANTI-RACIST EDUCATIONAL MATERIALS CONTACT:
ANTI-RACIST EDUCATION P.O. BOX 02097
COLUMBUS, OH 43202 (614) 424-9074
JOIN THE MAILING LIST
TOLL FREE (888) 977-9065
are@positive-youth.com
www.aranet.org
ANTI-RACIST ACTION
STOP RACISM

X-MEN

MAJOR PLAYERS: Ian McKellan, Tyler Mane; Bryan Singer (director); Lauren Shuler Donner (Producer); Ed Solomon, Chris McQuarrie, Tom DeSanto (screenwriters); 20th Century Fox.
STATUS: In pre-production. Filming is scheduled to take place this July to November. Casting is underway.
RELEASE DATE: Summer 2000.
PLOT: Professor Charles Xavier has formed a team where each member has fantastic powers and abilities as a result of genetic mutation. Xavier's hope is that his X-Men will one day help make a world where humans and mutants alike can live in peace together, without prejudice and hate.
THE SCOOP: The $75 million movie is on track, and Singer and his team are knee-deep in making sure all its pieces are in place to make the July 19th start date. The film will shoot in Toronto, Canada as well as unrevealed U.S. locations. We know there are six X-Men in the film: Professor X, Cyclops, Jean Grey, Storm, Rogue and Wolverine. The main villain is Magneto and his Brotherhood of Evil Mutants, of which we know Mystique and Sabretooth (wrestler Tyler Mane, according to Shuler Donner) are members. Recent major revelations include the first confirmed actor, Ian McKellan ("Apt Pupil") as Magneto and the announcement that Patrick Stewart was in final negotiations to play Professor Charles Xavier. There have also been casting calls for actors to audition for the roles of Wolverine, Cyclops, Jean Grey, Storm, Mystique and Rogue. For a number of months, actor Russell Crowe ("L.A. Confidential") had been rumored to be the leading candidate for the part of Wolverine, but he may have passed on the offer. Luke Wilson ("Home Fries") is reportedly under consideration to play Cyclops, while Gina Gershon has been mentioned as a possible Mystique. Singer has said he's taking his time to make sure he casting the right people in the roles. The film's storyline has been a guarded secret, although there have been unconfirmed rumors Magneto will be trying to take over the world and that a fight at the Statue of Liberty will take place.



NUTTY PROFESSOR He's bad, he's bald and he's hiding something under his blanket.

For more information on "Concrete," "Hellblazer," "The X-Files 2" and more, visit **wizardworld.com.**

mini-series based on Kim Stanley Robinson's "Mars" trilogy of books for '99, but it's a strong possibility that he could start writing "T3" sometime late this year or next. He better hurry though 'cuz Schwarzenegger ain't getting any younger.

TOMB RAIDER

MAJOR PLAYERS: Stephen Herek (director); Stephen de Souza (screenwriter); Paramount Pictures.
STATUS: A new script is being written right now.
RELEASE DATE: Possibly late 2000 or sometime in 2001.
PLOT: Based on the hugely popular Eidos video game that spawned two sequels, English vixen and video game queen Lara Croft ventures deep into the remote corners of the world in search of forgotten treasure and high-risk adventures.
THE SCOOP: Paramount was hoping to have its "Tomb Raider" movie out this summer, but instead is giving the project a major tune-up. Brent V. Friedman's ("Mortal Kombat: Annihilation") first script had Lara in search of the lost city of El Dorado and pursued by some evil Australians armed with a nuclear weapon. Rumor has it the script was not well-received, and has been junked in favor of new writer—action veteran de Souza, who wrote the first "Die Hard" movie. Denise Richards ("Starship Troopers") has been targeted to fill Lara's boots and short shorts.

V FOR VENDETTA

MAJOR PLAYERS: Larry and Andy Wachowski (screenwriters); Joel Silver (producer); Warner Bros.
STATUS: The script is done but lacks a director.
RELEASE DATE: Unknown.
PLOT: Based on Alan Moore's 1984 *Warrior*/DC Comics mini-series, a mysterious anarchist known only as "V" begins a one-man terrorist campaign against a fascist English government that rules with an iron fist.
THE SCOOP: The Wachowski brothers turned in their "V for Vendetta" movie script before beginning "The Matrix," and it's sat around for a couple of years gathering dust. Recently, there's been reports that theWachowskis might be interested in making this their followup project to "Matrix." Only time will tell.

WONDER WOMAN

MAJOR PLAYERS: Ivan Reitman, Jon Peters (producers); Warner Bros.
STATUS: In development but without a script.
RELEASE DATE: Unknown.
PLOT: Amazon princess Diana left Paradise Island to become her people's champion and emissary to the outside world. Now residing in Gateway City, Diana fights corruption and crime as the city's greatest hero, Wonder Woman.
THE SCOOP: In early 1999, the "WW" movie project began to heat up when screenwriters James R. Harnock and Eve Marie Kazaros pitched their idea for the film. WB reportedly loved the concept, but unfortunately, the duo moved off the project before a deal could be reached, although Peters did join at this time. The leading candidate for the role of Diana was reportedly Catherine Zeta-Jones ("Entrapment"), although every dark-haired actress over 5-foot-8 was also being considered. Since Harnock and Kazaros departed in February, there's been nothing new to report.

PATRICK STEWART PHOTO COURTESY OF DIGEST COLLECTION.

BOOBTUBE

10 TV-BASED PROJECTS TO WATCH FOR

ADVENTURES OF ROCKY AND BULLWINKLE (Universal Pictures)
The classic 1960s Rocky and Bullwinkle are back as CGI characters in a summer 2000 live-action movie starring Robert De Niro, Jason Alexander and Rene Russo as Fearless Leader, Boris Badenov and Natasha Fatale, respectively.

ASTRO BOY (Columbia Pictures)
Targeted for a Christmas 2000 release, "Astro Boy" adapts Osamu Tezuka's classic story of a scientist and his boy robot, with Jim Henson Pictures designing an animatronic Astro Boy to coincide with a CGI version.

BABYLON 5
While little is known about a "B5" movie, creator J. Michael Straczynski would ideally like to film it once "Star Wars: Episode III" is finished in 2005, and take advantage of the latest technology.

BATTLESTAR GALACTICA (Universal Pictures)
Two versions of the 1970s sci-fi property are currently being debated: one by Richard Hatch (Apollo from TV's "Galactica") and one by Glen Larson ("Galactica" creator).

CHARLIE'S ANGELS (Columbia Pictures)
The hit jigglefest of the '70s is back in a possible $100-million action flick. Drew Barrymore will star and produce, with Cameron Diaz, Angelina Jolie, Michelle Yeoh and Lauryn Hill rumored to be involved.

HEAVENLY BODY Cameron Diaz could get a rise out of Charlie.

FLINTSTONES 2: VIVA ROCK VEGAS (Universal Pictures)
A prequel to 1994's film, "Vegas" sees Fred and Barney before they were married. Starring Kristen Johnson, Stephen Baldwin and Joan Collins; also, look for an appearance by the Great Gazoo.

JOSIE AND THE PUSSYCATS (Universal Pictures)
The team of Harry Elfont and Deborah Kaplan (writers/directors "Can't Hardly Wait") are on board to write and direct the live-action version of everybody's favorite 1970s cartoon band.

SAILOR MOON (Disney)
Disney's currently ironing out legalities of a live-action version of the hit Japanese anime classic. Geena Davis has expressed interest in the role of the villainous Queen Beryl.

SCOOBY DOO
Mike Myers ("Austin Powers") is supposedly working on the script to a modern version of the 1970s Hanna-Barbera classic cartoon–and he may even star as Shaggy. Zoiks!

THE SIMPSONS (20th Century Fox)
"Simpsons" creator Matt Groening has admitted both he and Fox are interested in a feature film on America's favorite dysfunctional family, but no further progress has been made. ■

music from the motion picture

AUSTIN POWERS™ THE SPY WHO SHAGGED ME

madonna
lenny kravitz
r.e.m.
melanie g
(aka scary spice)
green day
and more

BASIC TRAINING

THIS MONTH'S SPECIAL INSTRUCTOR

JIM CALAFIORE SHOWS YOU

HOW TO USE PERSPECTIVE: PART I

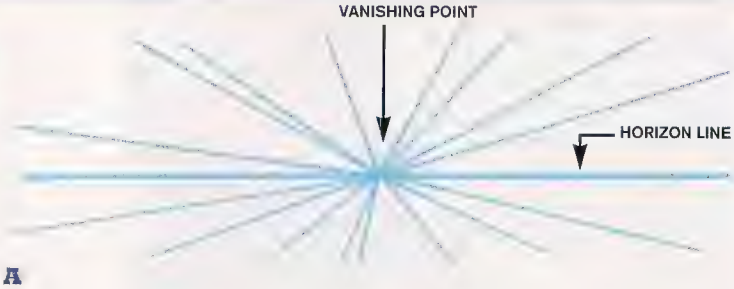
Hi. I'm Jim Calafiore. You may remember me from such classic "Basic Training" columns as "How to Draw Metallic Surfaces" (*Wizard* #66) and "How to Work With Shadows" (*Wizard* #88). Well, this month's lesson is a bit different. In previous columns, I've often stated that my techniques aren't the only way to go. But when it comes to accurately representing foreshortened objects and creating the illusion of depth, you must know perspective.

Having said that, I'll also say that there's no way I can possibly cover all the subtleties of perspective...even in two columns. As with any technique you're interested in, I suggest looking for a book on the subject at a store or your local library. Now let's get to it!

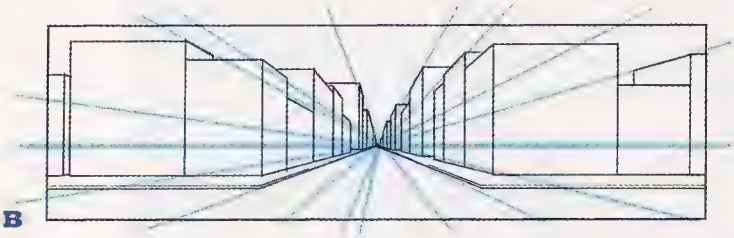
THE VANISHER

We'll start with one-point perspective. Yep, it's exactly what it sounds like: perspective lines originate from a single point, called a *vanishing point*, which sits on what's called the *horizon line*. If an object is oriented to a plane—such as the Earth—then that line is the actual horizon. But it doesn't have to be. This line can also be called the *eye line*. Whichever you call it, the line runs parallel to the camera.

Using the lines in figure A, I've created simplified blocks of buildings (figure B).

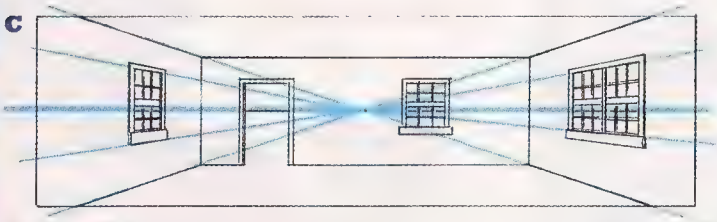


A

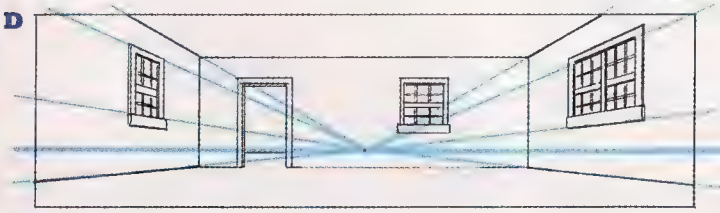


B

C



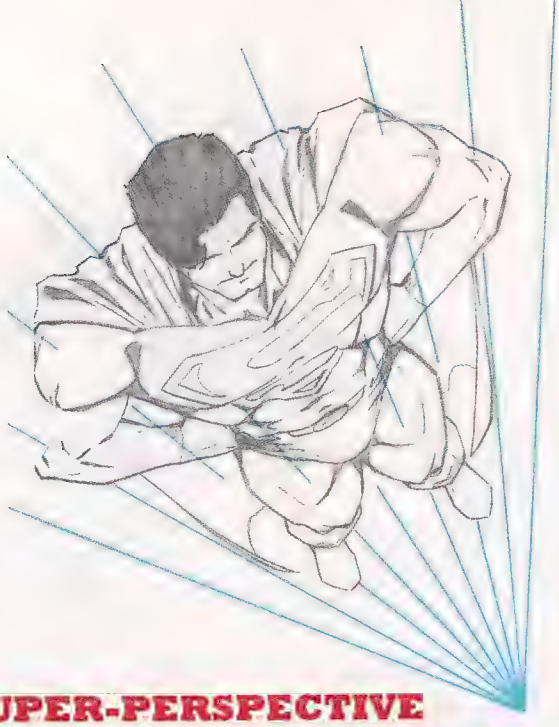
D

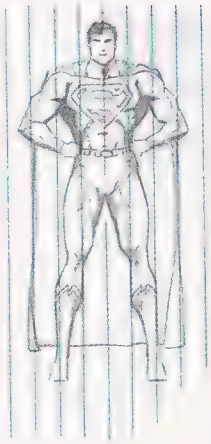


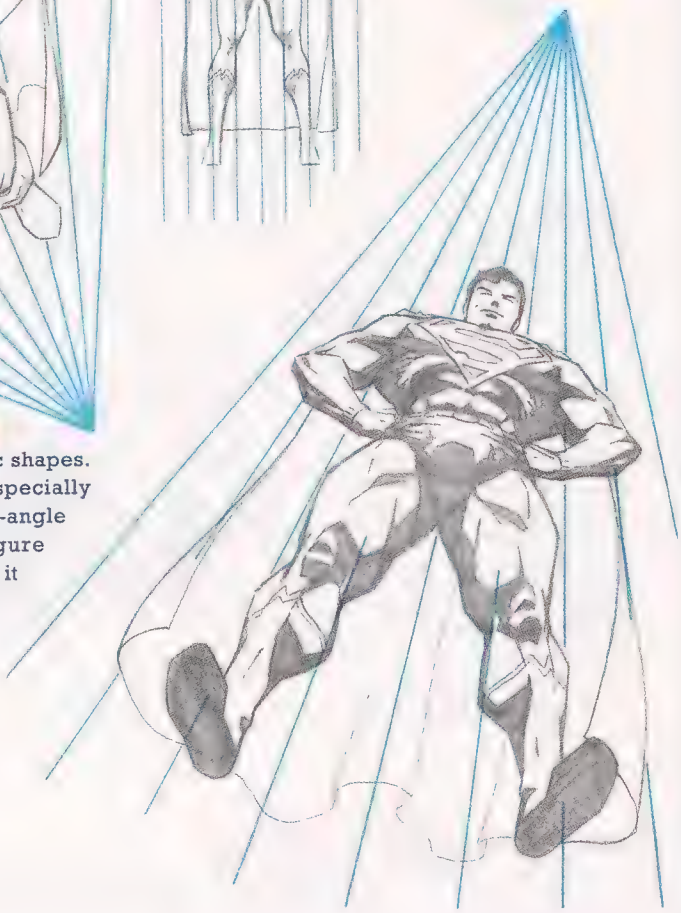
CHILD'S PLAY

One-point perspective deals with the foreshortening of one dimension. In figure C, the depth of the room is oriented to the vanishing point. The other two dimensions, height and width, remain parallel to the camera plane.

Perspective can be manipulated to change the feel and mood of the room by altering the camera angle. In figure D, we've lowered the camera to a child's level. Notice how the horizon line hasn't changed, only our relation to it has.

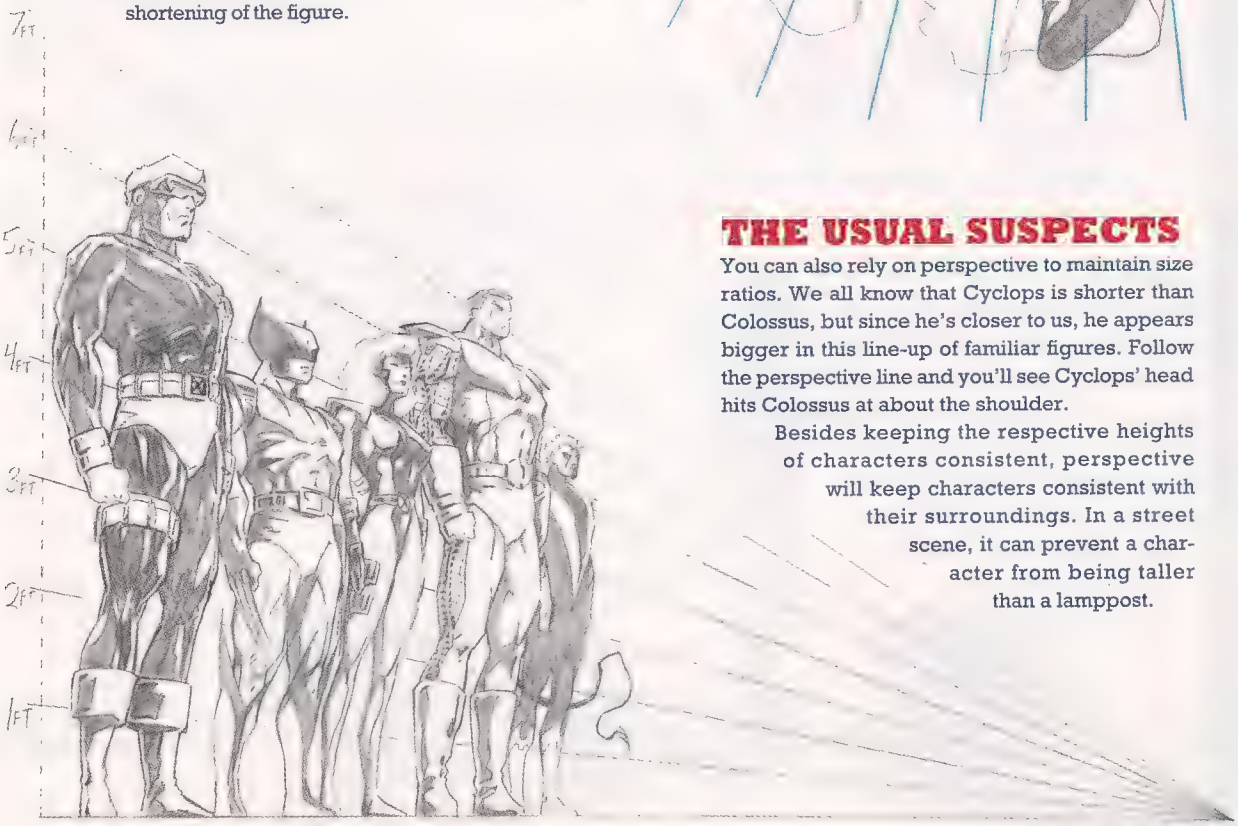






SUPER-PERSPECTIVE

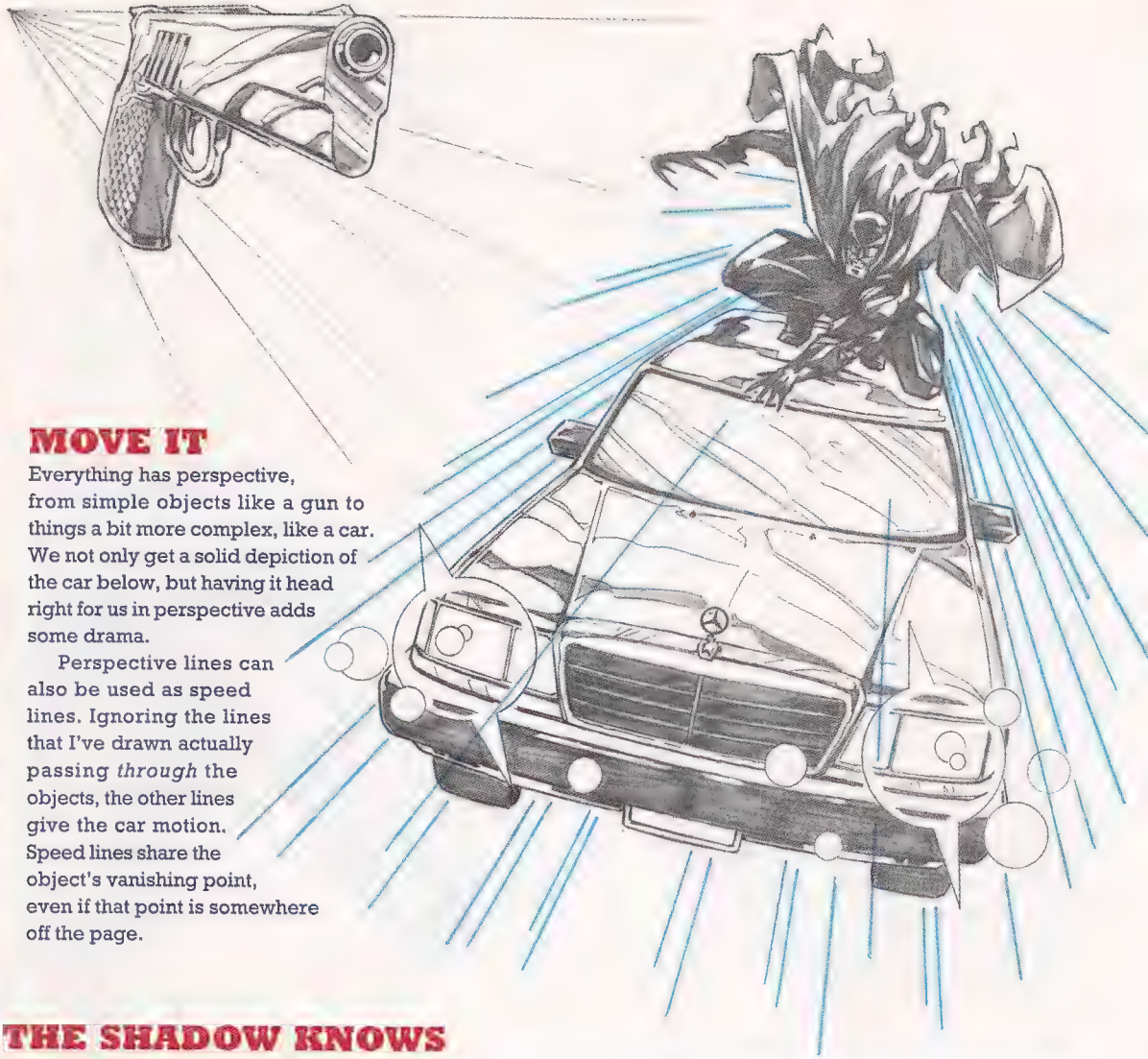
But let's not limit ourselves to just geometric shapes. All foreshortening relies on perspective, especially organic shapes. Here are two very extreme-angle shots of Superman. The third, smaller figure in the center is our guide. The lines bisecting it tell us what we know about the relative position of the various body parts: the width of his shoulders compared to the set of his feet, the fall of his cape in relation to his feet and elbows, etc. Translating this to the lines of one-point perspective, we should get an accurate foreshortening of the figure.



THE USUAL SUSPECTS

You can also rely on perspective to maintain size ratios. We all know that Cyclops is shorter than Colossus, but since he's closer to us, he appears bigger in this line-up of familiar figures. Follow the perspective line and you'll see Cyclops' head hits Colossus at about the shoulder.

Besides keeping the respective heights of characters consistent, perspective will keep characters consistent with their surroundings. In a street scene, it can prevent a character from being taller than a lamppost.



MOVE IT

Everything has perspective, from simple objects like a gun to things a bit more complex, like a car. We not only get a solid depiction of the car below, but having it head right for us in perspective adds some drama.

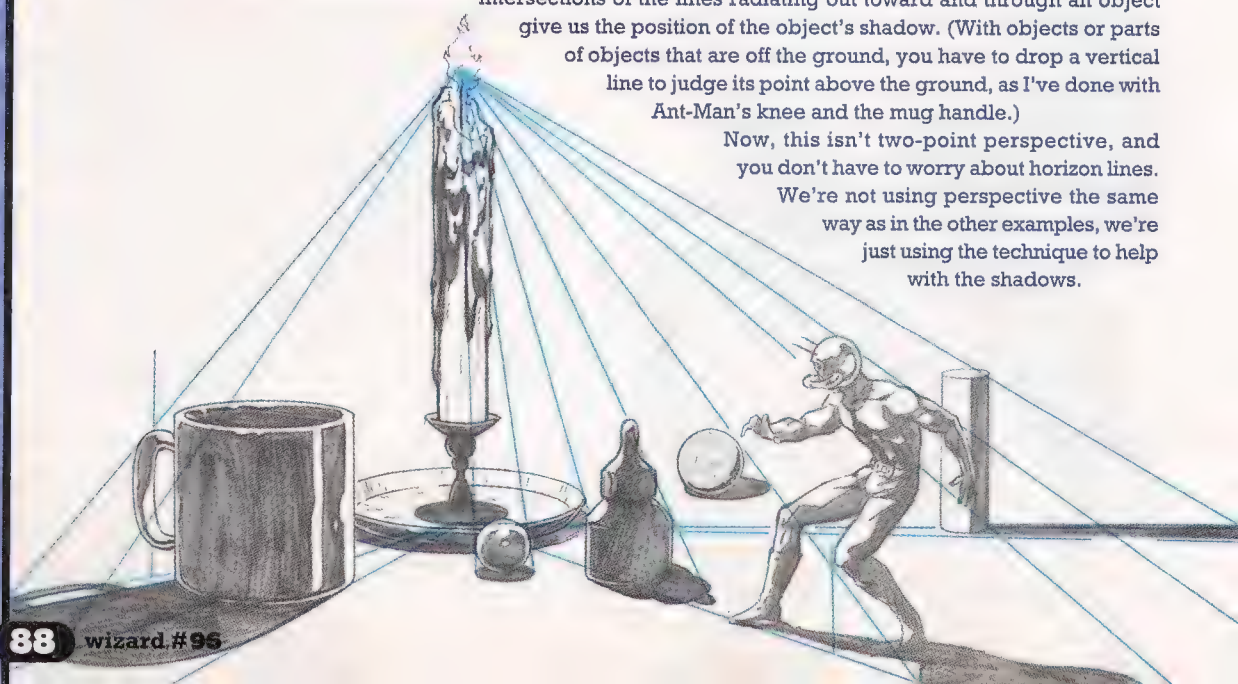
Perspective lines can also be used as speed lines. Ignoring the lines that I've drawn actually passing *through* the objects, the other lines give the car motion. Speed lines share the object's vanishing point, even if that point is somewhere off the page.

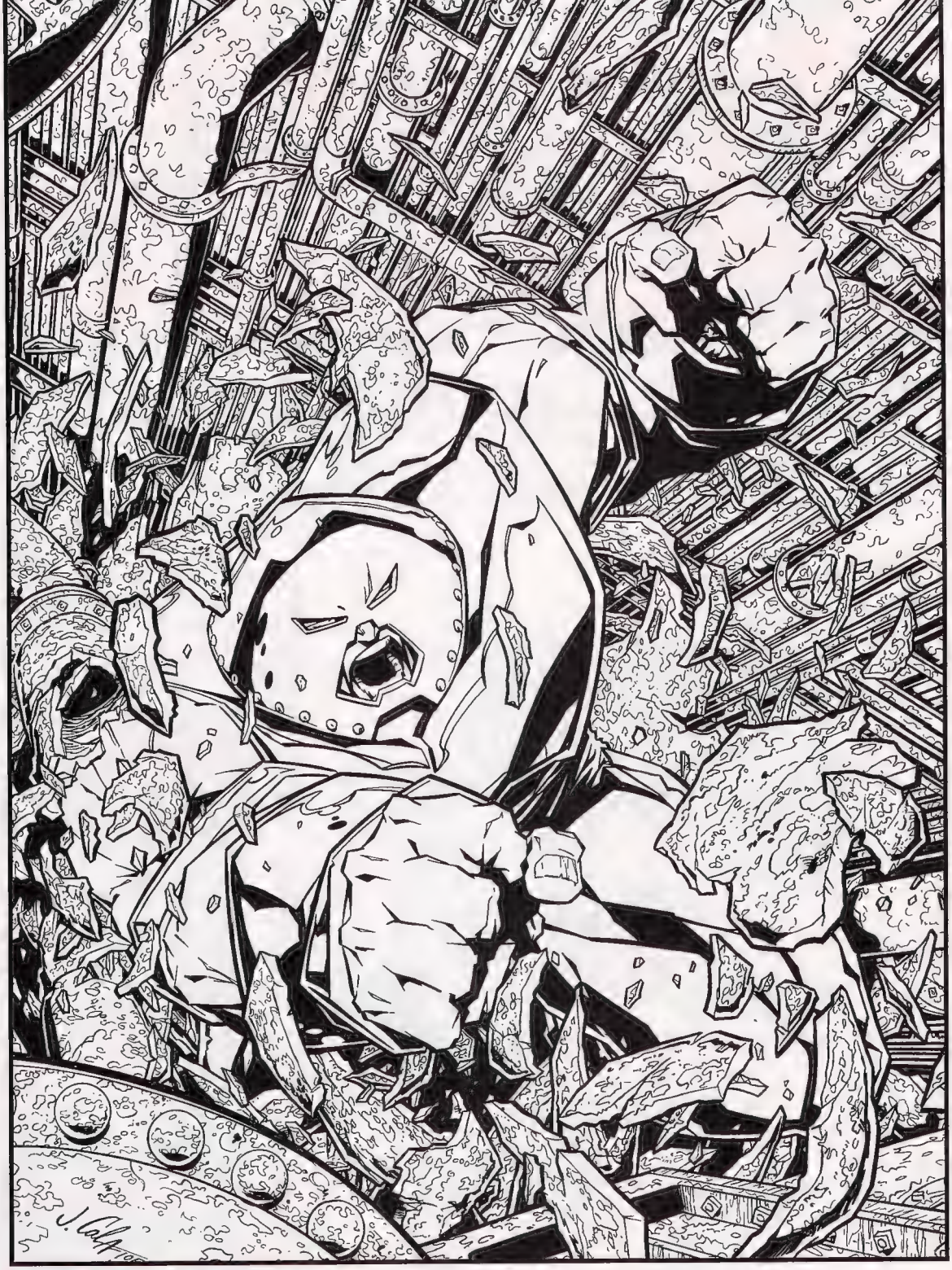
THE SHADOW KNOWS

There's a use for perspective that doesn't involve foreshortening at all. When dealing with a light source in close proximity to objects (something like the sun is too far away), you can use that source as the vanishing point to help you place shadows.

I'm actually using two points here, one in the light source and one directly below it on the ground. The intersections of the lines radiating out toward and through an object give us the position of the object's shadow. (With objects or parts of objects that are off the ground, you have to drop a vertical line to judge its point above the ground, as I've done with Ant-Man's knee and the mug handle.)

Now, this isn't two-point perspective, and you don't have to worry about horizon lines. We're not using perspective the same way as in the other examples, we're just using the technique to help with the shadows.





THE MONEY SHOT

Finally, here's an illustration where the perspective plays an integral part. The background of industrial pipes is rendered in one-point perspective. (Note that the vanishing point doesn't have to be the dead center of a scene; here it's to the lower left. And although the pipes not in perspective are drawn diagonally, you can see that they are still parallel to the plane of the camera.) Not only does the perspective create depth and drama, but I've also used the pipes in place of speed lines, reinforcing Juggy's motion without adding an element that isn't really there.

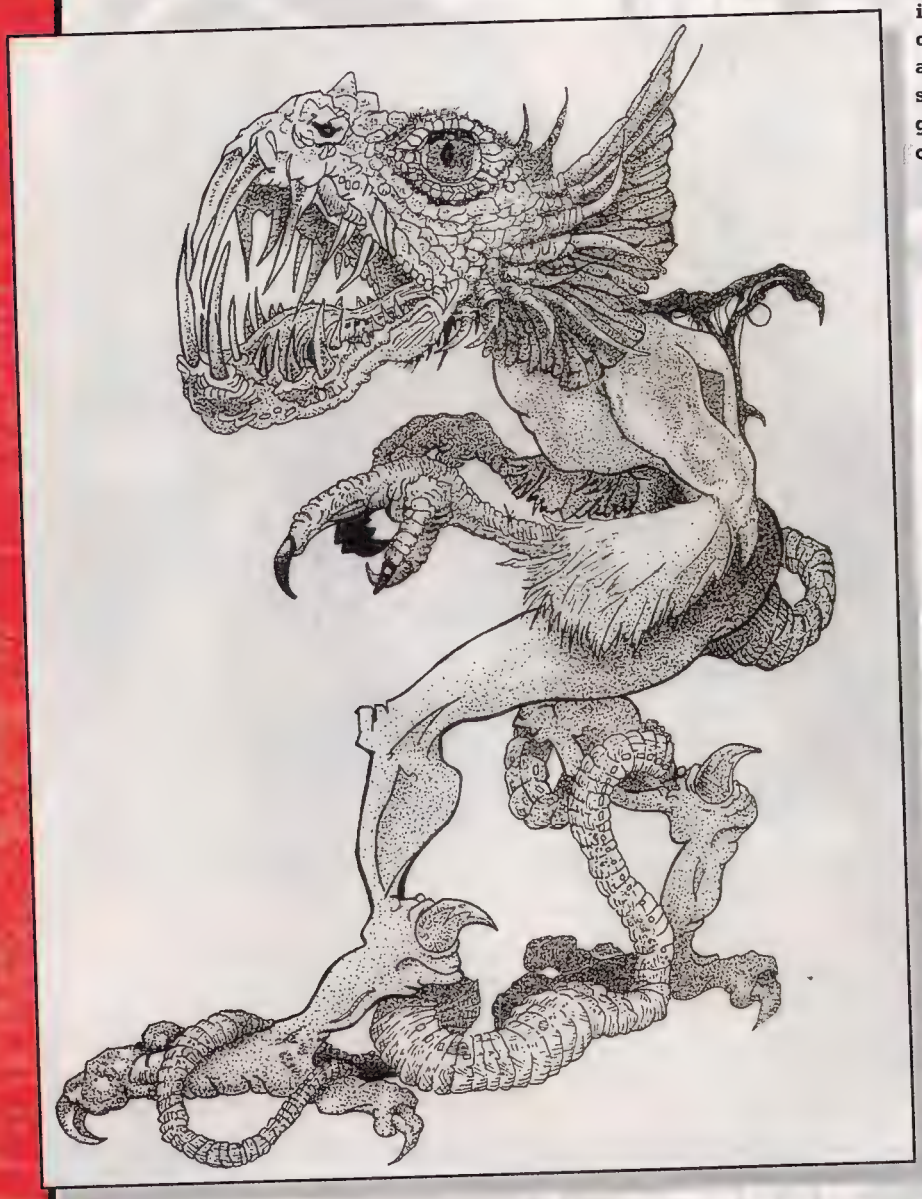
And that about does it for this month. I hope you...wait! What about two-point and three-point perspective? Well, you'll just have to come back next month and find out. See ya!

Currently developing his creator-owned project The Black, *Jim Calafiore is also having trouble with his backhand.*

Drawing BOARD

Who needs the pros? This is the showcase for WIZARD READERS' ART

"Create the most terrifying vampire the world has never seen." That was the assignment we gave you in *Wizard* #92—to draw a kickass vampire that could give Buffy the Vampire Slayer such a start she'd leap outta that WonderBra o' hers (and wouldn't that be a sight). Being the wonderful *Wizard* readers that y'all are, a whole mess of you obliged, and we didn't promise you a date with Sarah Michelle Gellar or nothin'. Anyway, our grand-prize winner will have his entry shown in the *Buffy the Vampire Slayer* comic and gets to put a stake in a glossy signed photo of Gellar, some original *Buffy* art and other goodies. So keep that artwork coming—we love it!

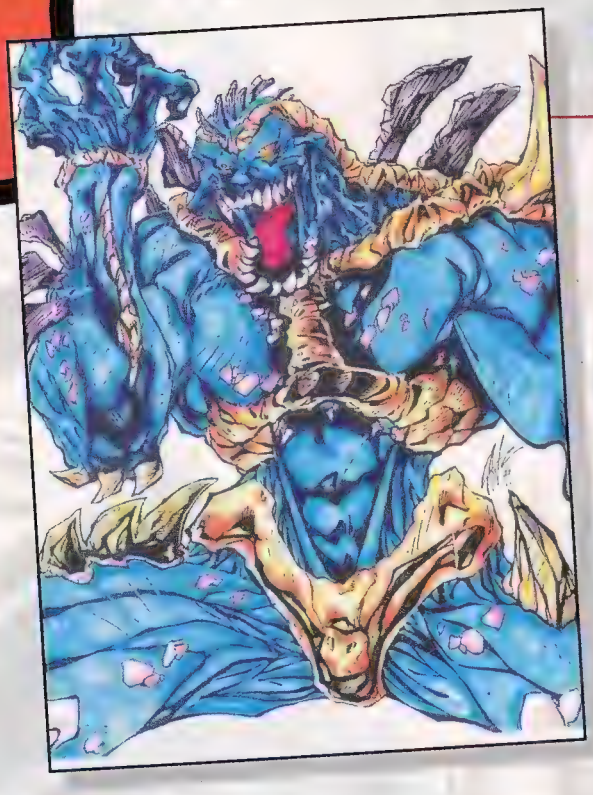


GRAND-PRIZE WINNER

THIS ONE CAUGHT OUR EYE

MR. TOOTHY
STEVE DOUGLAS
Wheatfield, Ind.

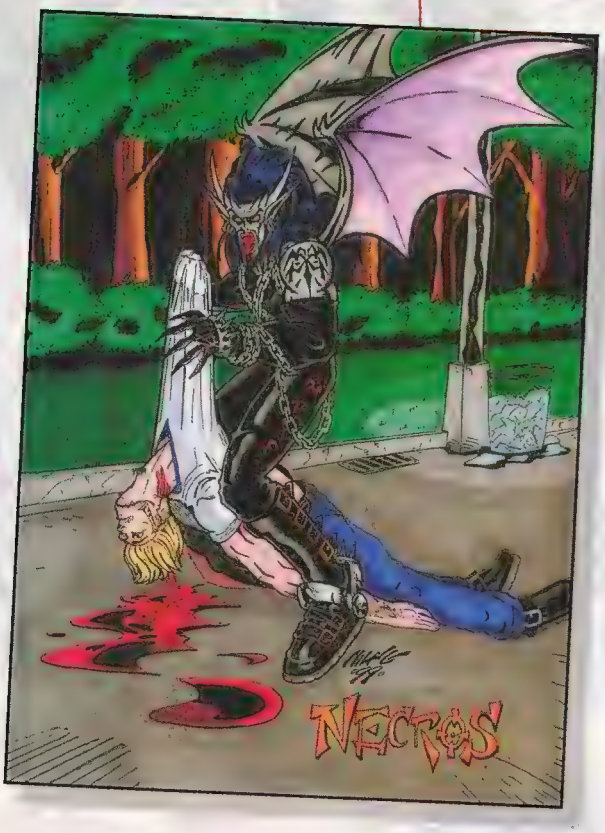
THE BOOTY



BONESLAYER
WAYNE STUNTZ JR.
Austin, Texas

SIDE/SHOW
GILBERTO RIVERA JR.
Cleveland, Ohio

NECROS
ALEX MILNE
Brampton, Ontario, Canada



Want your art to appear in future issues of *Wizard*? Think you've got what it takes? (Hey—quality *and* originality count, y'know.) Then send your "Drawing Board" entries to:

SUBMIT!

Drawing Board
c/o Wizard Entertainment
151 Wells Avenue
Congers, NY 10920-2064

And follow these rules or else: Use any form of unlined paper or posterboard (no larger than 8 inches by 11 1/4 inches) and any medium (oils, crayon, mustard, etc.—but not neon inks). Put your name, full address and TELEPHONE NUMBER on the back of your piece, and mail it flat to avoid damage. **You must also include a color photo of yourself.** All entries are non-returnable and become the property of Wizard Entertainment. Employees of Wizard Entertainment are the sole judges of the contests, and all decisions are final. Got it? All right, good luck!

TOY CHEST

PHAT PHANTOM PHENOM

Star Wars toy mania is in full force. The Episode I action figure hoopla kicked off at the beginning of May, and it looks like there's no end in sight. **Hasbro** has already released a whopping 18 new action figures—and a host of creatures and vehicles—based on "**The Phantom Menace**," and you better believe that's only the tip of the iceberg.

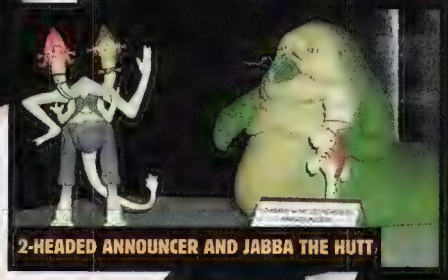
Since everyone loves li'l tiny Star Wars action figures, Hasbro's got dozens on the way. In June, you can snag podracer Ody Mandrell (with a Pit Droid), battle droid commander 00M-9 and the Gungan warrior Captain Tarpals. The month after that, pick up a Destroyer Droid or two, the old favorite **R2-D2** (this time with booster rockets!), the evil Neimoidian viceroy Nute Gunray and his lieutenant Rune Haako, as well as the ever-popular **Yoda**, complete with his own Jedi Council chair.

The movie's heavyweight heroes and villains get another round in August—**Anakin Skywalker** arrives in Jedi garb, **Queen Amidala** wears her red Senate gown, and **Darth Maul**, **Obi-Wan Kenobi** and **Qui-Gon Jinn** don their robes. The Neimoidian senator Lott Dodd and Jedi Council member Adi Gallia arrive in

CUTTING CREW Above: Tatooine Duel Cinema Scene 3-Pack with Darth Maul, Qui-Gon Jinn and Anakin Skywalker.

PHOTOS BY PHILIP WISE

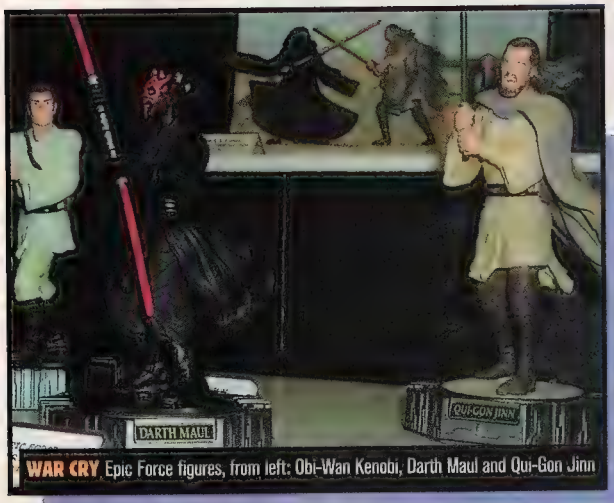
MAUL RATS The 12-inch Darth Maul may be out now, but good luck finding one!



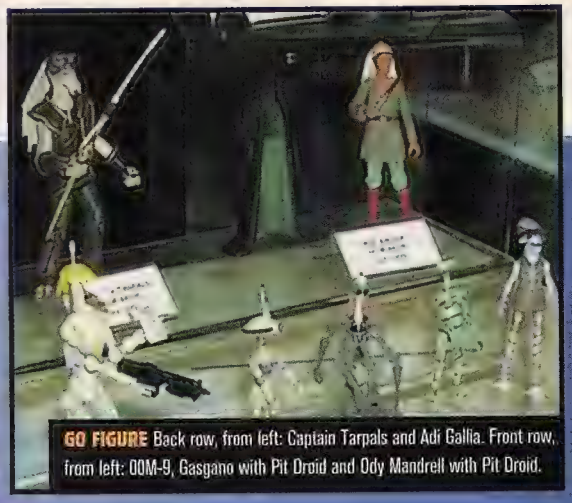
2-HEADED ANNOUNCER AND JABBA THE HUTT

BY TOM PALMER JR.

Menacing toys...Two-headed cats... and Salma Hayek!



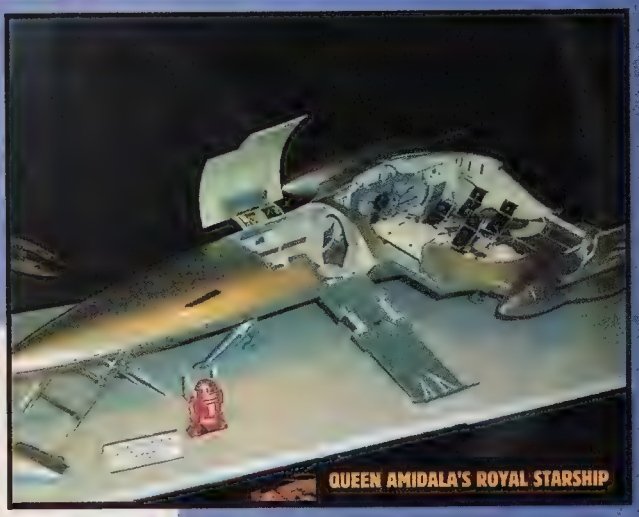
WAR CRY Epic Force figures, from left: Obi-Wan Kenobi, Darth Maul and Qui-Gon Jinn



GO FIGURE Back row, from left: Captain Tarpals and Adi Gallia. Front row, from left: OOM-9, Gasgano with Pit Droid and Ody Mandrell with Pit Droid.

12-INCH PIT DROIDS

12-INCH ANAKIN



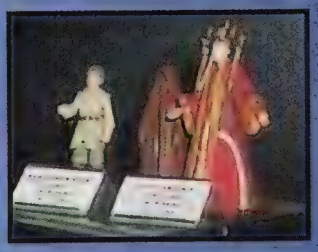
QUEEN AMIDALA'S ROYAL STARSHIP

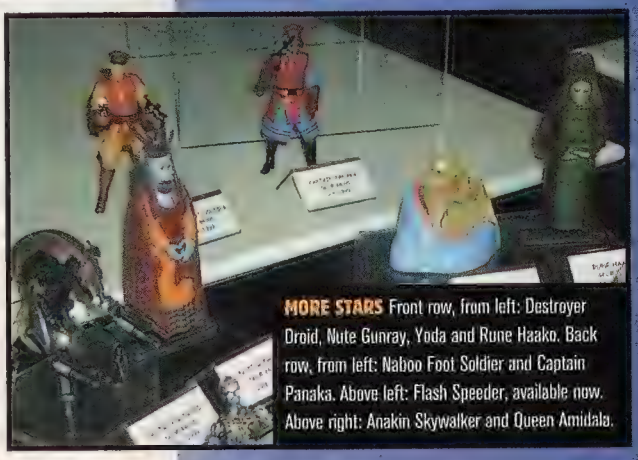
September, and Captain Panaka and a Naboo Foot Soldier join the gang in October. Whew!

Also this summer, Hasbro will release several Cinema Scene 3-Packs that recreate key moments from "Episode I." Look for Tatooine Duel (with Anakin, Qui-Gon and Darth Maul), Watto's Junk Shop (with Anakin, **Jar Jar Binks** and Sebulba) and Watto's Podrace. There will also be more creature two-packs, including **Jabba the Hutt** and the two-headed podrace announcer.

Now, you gotta have somewhere to play with all your action figures, so Hasbro's got a bunch of neat playsets coming up. There's the Naboo playset with a battle droid, the Theed Hangar with Qui-Gon and a battle droid, and falling somewhere between a vehicle and a playset, the Royal Starship—the silvery, sleek ship that transports the Queen from Naboo to Coruscant. It comes complete with tons of action features and an exclusive red R2 unit. Look for all of these playsets at the end of the summer and into early fall.

And if 12-inch figures are your game, don't worry. By August, you'll be able to find Anakin Skywalker, a Pit Droid and R2-A6.





MORE STARS Front row, from left: Destroyer Droid, Nute Gunray, Yoda and Rune Haako. Back row, from left: Naboo Foot Soldier and Captain Panaka. Above left: Flash Speeder, available now. Above right: Anakin Skywalker and Queen Amidala.

STAR WARS PHOTOS COURTESY OF PHILLIP WISE; DARTH MAUL PHOTO COURTESY OF PAUL SCHIRALDI

VERTIGO A-GO-GO

Even fans who read Mature Readers comics can have some fun. No, really!

This November, DC Direct adds three of comicdom's most offbeat heroes to its lineup of action figures. Fans will be treated to plastic versions of **Morpheus** (from *Sandman*), **Spider Jerusalem** (from *Transmetropolitan*) and **Jack Knight** (from *Starman*), each with their own special features. Morpheus, with seven points of articulation and a removable cloak, is a veritable dream (groan). Plus, he even comes with a Matthew the Raven accessory that can be placed on his arm or wrist. Spider, who's articulated at 10 points, sports his trusty laptop computer and chain-smoking two-headed cat. Jack Knight's packed with extras, including removable goggles and a staff that lights up when placed in his hands.

ADULT TOYS DC's latest action figures include, from left: Morpheus (from *Sandman*), Starman (from...uh...*Starman*) and Spider Jerusalem (from *Transmetropolitan*) and his two-headed, smokin' cat.

HOMEMADE HERO OF THE MONTH

THE BEST OF FAN-MADE ACTION FIGURES

ASH

Eric Lefeber
Chicago, Ill.

Why isn't Ash a real toy yet? Heck if we know, but in the meantime, Eric made this nifty figure out of a Jack Tenrec body (from the Cadillacs and Dinosaurs line) and Lamont Cranston head (from the Shadow). For all his hard work, Eric wins the Beavis, Butthead and Beavis as Cornholio action figures, including glow-in-the-dark versions. TP not included.

This contest sponsored by Moore Creations, Inc.

Hey!

Do you want in on the fun? To enter the homemade figure contest, send at least TWO well-lit, clear, color photographs (**No Polaroids, and put 'em in cool or funny poses!**), along with your name, address, a DETAILED DESCRIPTION of how you created your figure, your full phone number (including area code) and even e-mail address to:

HOMEMADE HEROES
c/o Wizard Entertainment
P.O. Box 118
Congers, NY 10920-0118

GO WEST

Can anything stand up to the Star Wars juggernaut this summer? Probably not. But odds are the **Will Smith** action flick "**Wild Wild West**" will give "Episode I" a run for its money.

Just in time for the film's June 30 debut, X-Toys will release a full line of 5-inch action figures and vehicles, some of which include special kid-size accessories, like a Demolition Pool Ball that comes with a special sound chip or a Hidden Message Shell that opens to reveal a decoding lens and special messages. So head on down to your local toy store to round up two versions of James West and Artemus Gordon. While you're there, you can also lasso up Rita, Dr. Loveless and General McGrath, as well as the Desert Wasp Nitro-Cycle and the Derailer Tank. Yee-haw!

SHOOTING GALLERY X-Toys' Wild Wild West line includes (clockwise from top): James West Special Marshall 9-inch figure, Dr. Loveless with Spider Blaster, Desert Wasp Nitro-Cycle, Artemus Gordon with Retinal Terminus Projector and Rita.

GET THE SOUNDTRACK OF

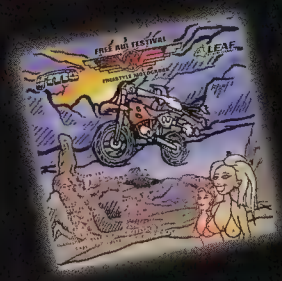
FREESTYLE MOTOCROSS

MUSIC OF THE FREE AIR FESTIVAL

FEATURING THE HITS:
"FAITH" BY LIMP BIZKIT
"BITCH" BY SEVENDUST
"BAWITDABA" BY KID ROCK

PLUS TRACKS BY:
THE MIGHTY MIGHTY BOSSTONES, MONSTER MAGNET, SUICIDE MACHINES, X-ECUTIONERS, SNAPCASE, PSYCORE, THE PIETSTERS, ZEKE, FREESTYLERS, SOUL FLY, DROP KICK MURPHYS, ANTHRAX AND STATIC-X

AND GO BIG!



Order by phone: 1-800-445-6622

and COMING SOON!
The Best of 1998 Free Air Festival Video

4 LEAF ENTERTAINMENT
www.freeairfestival.com

GoBiG RECORDS
www.gobigrecords.com

stuff

COMIC BOOK MERCHANDISE YOU CAN BUY...

By David Borak and the *Wizard* Staff

AVAILABLE AT YOUR LOCAL COMICS RETAILER

Who among us doesn't like stuff? Whether it's Superboy's Super-Hair Gel, Mr. Fantastic's Twister Game or Qui-Gon Jinn's Blood Analyzer, we're all suckers for comic-related merchandise. Each month, *Wizard* will strive to show you the latest and super-neatest in comic book statues, posters, pins, magnets, shirts and other goodies. In short, if it's cool, and if it's stuff, you'll find it here.

HEROES GET FRAMED

Frame your cherished memories in the DC Comics Frame, available for $18 at finer Warner Bros. Studio Stores everywhere right now. This ceramic frame holds a 4-inch by 6-inch photograph, while Superman, Batman, Wonder Woman, the Flash, Aquaman, Green Lantern and Batgirl protect it from baddies Catwoman and Poison Ivy.

PICTURE PERFECT Let the DC heroes watch your photographs.

SPIDEY GOES POSTAL

The International Collectors Society and Marvel Comics present the first-ever official Spider-Man postage stamps ($9.99 plus $3 postage). These stamps are legal postage only in the country of Madagascar; each set comes with a certificate of authenticity as well as a free pocket guide on Marvel superheroes. Order these stamps right now by calling (800) 721-4212 or by mailing a check to ICS, 3600 Crondall Lane, Suite 100USSH, Owings Mills, MD 21117.

SIGNED, SEALED, DELIVERED Here's your chance to lick Spidey's backside.

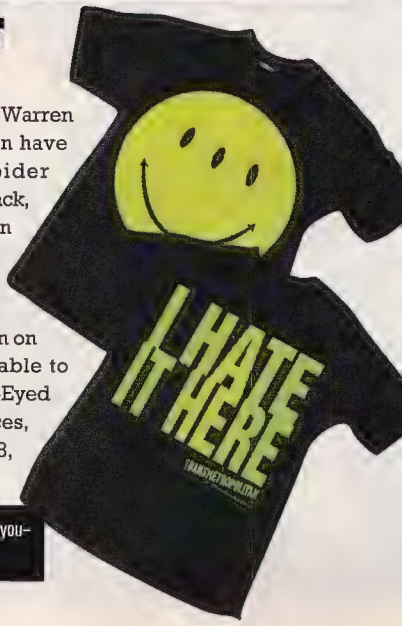
SUPERMAN'S CRISIS Don't worry, Supes, they'll make another one.

STATUES IN CRISIS

The Crisis on Infinite Earths Medium Statue ($125) re-creates the "Death of Supergirl" cover from *Crisis on Infinite Earths* #7 by George Pérez. Sculpted by Tim Bruckner, this 7 7/8" X 6 7/8" X 5 1/4"-statue features a heavy-stock, four-color backdrop with the *Crisis* logo. Packaged with a certificate of authenticity, this statue will be in stores October 20.

TRANSMET TEES

Transmetropolitan creators Warren Ellis and Darick Robertson have created exclusive Spider Jerusalem T-shirts. These black, 100%-cotton shirts come in large and extra-large sizes. To get one, list the size you want and mail a check or money order for $23 (drawn on U.S. funds and made payable to Darick Robertson) to Three-Eyed Smiley Shirt, The Flaw Offices, 3450 Geary Blvd., Suite 208, San Francisco, CA 94118.

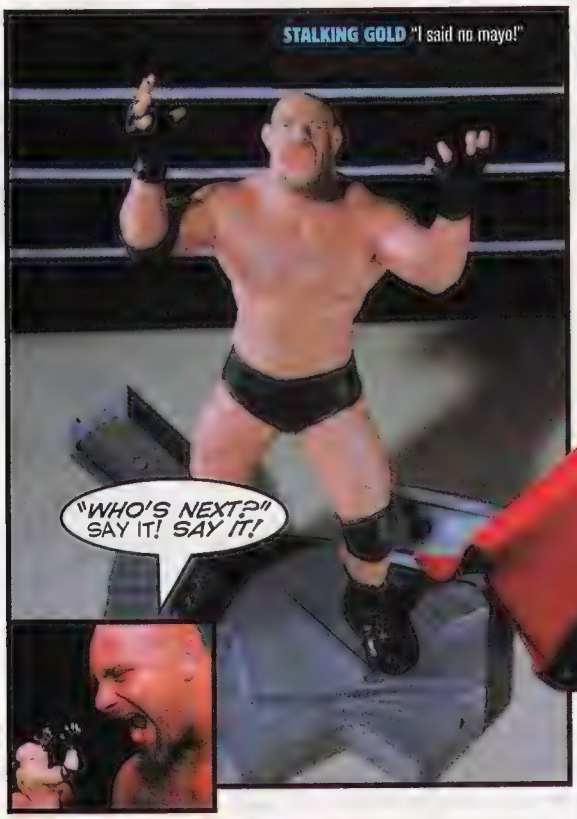


I SEE YOU... and you, and you- and I hate you all.

A FLASHY RING

DC presents the Flash Ring Prop ($69.95), modeled after the costume ring that Barry Allen wore. This sculpted ring (it's not intended to be worn) sits in a specially designed display 3" wide by 3 1/2" tall by 2 1/4" deep. The ring is cast in pewter with a 24-karat gold finish, and the base is cast in resin with an antiqued, metallic finish. Packaged with a certificate of authenticity, it's limited to just 1,500 units. Look for it September 29.

GOLDEN TOILET Oh, it's a ring? Never mind.



STALKING GOLD "I said no mayo!"

GOLDBERG'S SCULPTED MUSCLES

Creative Licenses presents a resin statue of the former undefeated World Heavyweight Champion, Goldberg! Each Goldberg Resin Statue ($95) stands 10" tall and comes hand-painted and individually numbered. Sculpted by Daniel Tamez, Goldberg stands with hands outstretched on a resin base. Limited to just 5,000 units, look for it this August.

HOTSTUFF!!!

PRODUCT OF THE MONTH

THIS STATUE'S THE THUNDER

Forsooth! Bowen Designs presents a mighty statue of the Thunder God himself, Thor! Sculpted by Randy Bowen, the Thor Statue ($175) stands over 15" tall and depicts the Odinson holding his mighty hammer, Mjolnir, over a rocky base. Thor comes fully painted in full-color packaging and ships this August. Quantities will be limited to orders received pon initial solicitation, so by Od's blood, hurry!

I SAY THEE NAY!!! Oosh! Asgardian body odor'll knock you out.

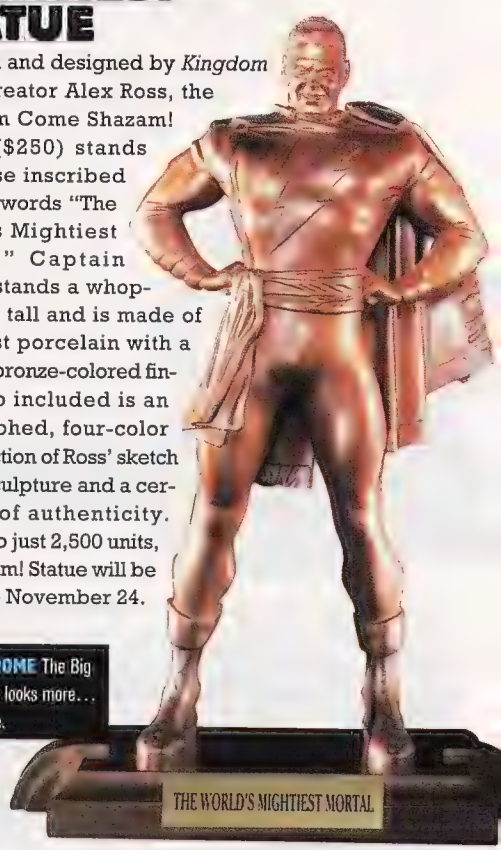
THIS STATUE'S A SCREAM

Bowen Designs presents this Inhuman-ly cool mini-bust of Black Bolt ($35), available this July. Randy Bowen himself sculptd this likeness of the star of the hot, breakout Marvel Knights title, *Inhumans*. This mini-bust of the leader of the Inhumans features the armless torso of Black Bolt (mouth closed, of course) on an artistic base. The Black Bolt Resin Mini-Statue stands 5 1/2" tall and comes fully painted in a collector's box. Good thing it doesn't come with a voice chip.

SILENCE IS GOLDEN You'd think Black Bolt'd complain that someone cut off his arms and legs.

THE WORLD'S MIGHTIEST STATUE

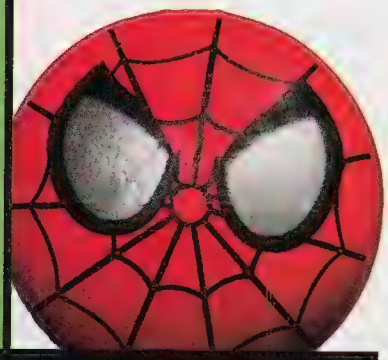
Sculpted and designed by *Kingdom Come* creator Alex Ross, the Kingdom Come Shazam! Statue ($250) stands on a base inscribed with the words "The World's Mightiest Mortal." Captain Marvel stands a whopping 15" tall and is made of cold-cast porcelain with a copper/bronze-colored finish. Also included is an autographed, four-color reproduction of Ross' sketch for the sculpture and a certificate of authenticity. Limited to just 2,500 units, the Shazam! Statue will be available November 24.



MONOCHROME The Big Red Cheese looks more... well, orange.

SPIDEY TOPS YOUR 'TENNA

This summer, PWC Designs introduces the first-ever Marvel Super Hero Antenna Ball (call it a "'Tenna Topper") to add some flash to your car. The Spider-Man Antenna Ball ($2.99) measures 3" in diameter, fits atop any car antenna, features a full-color replica of Spidey's face and comes in blister-carded packaging. Look for Captain America and Fantastic Four antenna balls in the near future.



BIG, FAT FACE What does this thing weigh, 87 pounds?

A BIG RUSTY STATUE

Dark Horse Comics presents the Big Guy and Rusty the Boy Robot Statue ($125), from the pages of the popular Geof Darrow and Frank Miller comic book. Sculpted by Kent Melton, this cold-cast statue comes fully assembled and pre-painted. The Big Guy stands a mighty 12" tall, while Rusty is only a proportionate 3 1/2" tall. Packaged in a full-color collector's box, this statue is available in July.

"SIC 'EM!" Don't piss this little kid off.

Check your local stores for availability of all these funky-fresh products. Or ask your friendly neighborhood comic store to special order 'em for ya!

YO! Are you a company who sells stuff cool enough to make the grade here? Let us be the judges of that. Send any info and/or samples to:

Stuff For "Stuff"
c/o Wizard Entertainment
151 Wells Avenue
Congers, NY 10920-2064

THE ULTIMATE SUMMER CON IS

WIZARD WORLD™ CHICAGO '99

KIDS 10 AND UNDER GET IN FREE!*

*With the purchase of an adult ticket.

JULY 16-18, 1999
ROSEMONT CONVENTION CENTER

OFFICIAL ONLINE SPONSOR ebay™

WIZARD PROUDLY WELCOMES

RAY PARK

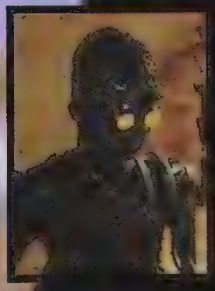
THE ACTOR WHO PORTRAYED DARTH MAUL IN

STAR WARS: EPISODE I—THE PHANTOM MENACE

AND

ANTHONY DANIELS

C-3PO FROM STAR WARS



(ARRANGED BY GALACTIC ENTERTAINMENT)

OTHER STAR WARS GUESTS WILL INCLUDE:

KENNY BAKER - R2-D2, DAVID PROWSE - DARTH VADER, JEREMY BULLOCH - BOBA FETT, PETER MAYHEW - CHEWBACCA, GARRICK HAGON - BIGGS, KEN COLLEY - ADMIRAL PIETT, CAROLINE BLAKISTON - MON MOTHMA, FEMI TAYLOR - OOLA; AND MORE TO BE ANNOUNCED!

CALL 1-(800)-690-1669 FOR TICKETS!

FOR MORE INFO, VISIT US ONLINE AT wizardworld.com

© 1999 WIZARD ENTERTAINMENT. WIZARD WORLD CHICAGO™ & © 1999 WIZARD ENTERTAINMENT." STAR WARS EPISODE I: THE PHANTOM MENACE" © 1999 LUCASFILM LIMITED & ™. ALL RIGHTS RESERVED. ANTHONY DANIELS PHOTO BY GUY HILLS. GUEST LIST SUBJECT TO CHANGE.

video STUFF

By Matthew Danish and the *Wizard* Staff

What? Do you need us to draw a picture? We took a bunch of video games, locked ourselves away and played 'em 'til our thumbs fell off. We don't pretend to be experts, just fun-lovin' folks who like our salsa spicy, our couch cushy and our video games kick-ass...here's what floated our boat, or not.

NINTENDO ANNOUNCES NEW SYSTEM

It refused to be outdone.

Amid new system announcements from Sega and Sony, Nintendo unveiled its plans for a new home console making the biggest splash at 1999's Electronic Entertainment Expo (E3) in Los Angeles. Nintendo announced a multi-year, billion dollar partnership with IBM and Matsushita (owners of the Panasonic brand name) to create the new system, which is presently code-named "Project Dolphin."

The system, which should be available for the 2000 holiday season, features a 400 MHz computer processor created by IBM, that utilizes their unique copper chip technology. The processor will fuel a new 3-D graphics chip created by Art X engineers of Palo Alto California to create a system that will be "extremely fast, powerful and inexpensive," according to Nintendo Chairman Howard Lincoln. The new Nintendo technology will no longer rely on cartridges but will feature a digital video disc system manufactured under Matsushita's Panasonic brand-name. Cross compatibility with Panasonic electronic products should allow users to play movies and music as well as games through the system. "We feel that Nintendo is very well positioned to take on Sony and Sega," Lincoln said.

PLAYSTATION 2: THE REAL DEAL

E3 proved one thing: Sony's in the video game biz for the long haul.

While its PlayStation 2 demo at E3 consisted only of a few screens playing graphics sequences from the new system, the PS2 appears to be the real deal. The demo impressed onlookers with its animation quality, featuring car racing sequences and close-ups of a character's face with detailed facial expressions and visible skin texture. This 128-bit, DVD/CD-ROM system is backwards compatible with all the old PlayStation games, and rumors abound that it may see released as early as December 1999 in Japan. Sony targets fall 2000 for the system's North American release.

SUCK FREE? Early buzz on Sega's Dreamcast tags the system as being the best out there.

DREAMCAST: BEATS PSX & N64

Forget the stifled Saturn. Sega's new Dreamcast forges new ground with Internet compatibility and 15 new games when it launches September 9.

Retailing for $199, the Dreamcast becomes the first console system with a built-in modem. The 56K device will allow users to network with numerous fellow gamers to play multiplayer games on their consoles through the Internet. Sega Dreamcast Networkers will also receive periodic e-mail detailing game tips and other information.

As if this isn't enough, Dreamcast's launch comes fully supported with 15 titles. Sega's ultra-fun *Sonic Adventure* moves with dizzyingly quick graphics and UBI Soft's *Monaco Grand Prix* flaunts super-smooth controls and can even be set on a "Hollywood Disaster" track with a giant mechanical monkey trying to smash you! Other games include Sega's *Virtua Fighter 3tb*, *NFL 2000*, *NBA 2000*, *The House of the Dead 2*, *Cart Racing* and third-party games like *Armada* (Metropolis Digital), *Hydro Thunder* (Midway), *Airforce* (Midway), *NFL Blitz 2000* (Midway), *Power Stone* (Capcom), *Ready 2 Rumble* (Midway) and *Soul Calibur* (Namco).

The Dreamcast demos at E3 revealed fluid animation at 60 frames per second, unprecedented object speed and strong color and light effects. Overall, Dreamcast graphics clearly surpass those of all presently available consoles. ■

UP AHEAD

Final Fantasy island...Resident Evil 3...The 'PaRappa' sequel...Pokémon insanity & more!

ToyFare

THE TOY MAGAZINE #26

MORE STAR WARS EPISODE I NEWS AND PHOTOS!

ASTRO CITY

CONFESSOR

2 ALEX ROSS EXCLUSIVE LIMITED FIGURE OFFERS!

EARTH X

VENOM

FIRST EVER EARTH X ACTION FIGURE!

ON SALE IN AUGUST

WIZARD ENTERTAINMENT GROUP

ToyFare: The Toy Magazine™ & © 1999 Wizard Entertainment Group. Star Wars™ & © 1999 LucasFilm Ltd. All rights reserved.
Confessor™ & © 1999 Juke Box Productions. All photos by Paul Schirald

www.wizardworld.com

FINAL FANTASY VIII

MANUFACTURER: Square Soft/Square Electronic Arts
PLATFORM: Sony PlayStation
SUGGESTED RETAIL: TBD, September 1999

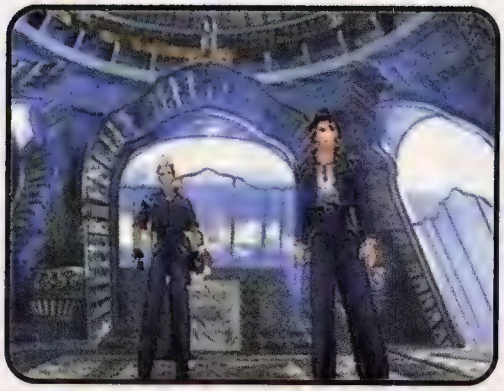
With eye-popping animation, an epic storyline, bombastic soundtrack and trademark complex puzzles, Square Soft's *Final Fantasy VIII* stands as the best Sony role playing game (RPG) to date.

Squall Leonhart, a member of an elite combat team, and a mysterious girl named Rinoa Heartilly share a romance that is at the center of the game. The story begins with a fight between rival students Squall and Seifer Almasy at Balamb Garden Training Academy, each wounding the other between the eyes. After training with the Yoda-like Quistis Trepe, Squall embarks on a mission to save a city from the Galbadian Army. Afterward, he meets Rinoa and is given rank in SeeD, an elite fighting force for which he must undergo a series of world-saving missions.

In *Final Fantasy VIII*, there is no longer armor or materia (spells). Each character has one main weapon (which can be upgraded) and a unique fighting style. Squall uses the Gunblade, Quistis whirls a whip and Laguna packs a machine gun. All magic is based on the "Draw System." This means that spells are used to locate enemies and to draw out their magic power, which is then stored and used to gain more powerful magic later on. Fighting is turn-based in *Final Fantasy VIII* and in the early levels (discs 1 and 2) the "Guardian Force" system, which summons monsters (like a giant Leviathan) is especially effective.

Its epic story, strong characters and one incredibly tough final boss to conquer at the game's end make *Final Fantasy VIII* a must-buy for anyone who plays RPGs. ■

TRY IT... If you like the previous seven *Final Fantasy* games, you'll really dig this one.



VIII IS ENOUGH This game is so kickin', even Al Gore can pick up a controller and giggle like an excited little schoolgirl.

RESIDENT EVIL: NEMESIS

MANUFACTURER: Capcom
PLATFORM: Sony PlayStation
SUGGESTED RETAIL: TBD, November 1999

Residents of Raccoon City beware...the Zombies are back! And boy, are these shuffling dead guys pissed off.

Resident Evil: Nemesis features Jill Valentine, a S.T.A.R.S. team member from the original *Resident Evil*. Players control Jill from 24 hours before the events of *Resident Evil 2* until the midpoint of the game, when she is rendered unconscious and wakes up just after the events of *Resident Evil 2* have transpired. Thus begins the final 24 hours of *Nemesis*. Players must control Carlos Oliveira, a tough-as-nails mercenary and Umbrella employee during some of the middle sections of the game.

Nemesis features Jill battling zombies in an alley and revealed smooth motion, gory zombie shooting, vicious flaming dogs and the most detailed background artwork to date. The backgrounds are rendered in a very clean and detailed high resolution and their interactivity also sets this version apart from the earlier *RE* games. Players can scatter zombie parts and have chandeliers crush those pesky ghouls.

Nemesis also spews the toughest monsters of any *Resident Evil*. Watch out for the eerie seven-foot-tall Nemesis, who's one bad mofo of a monster. If players can't find a way to stop him, he will actually pursue Jill from one level of the game to another throughout the entirety of Raccoon City! ■

TRY IT... If you're a fan of the other *Resident Evil* or *Tomb Raider* games, then track down *Nemesis* come November.

MONSTER MASH Jill and Carlos get to kick 10 types of zombie ass. When they're done, you think there'll be some boffin'?

MORE→

WIZARD WORLD™ CHICAGO '99

JULY 16-18, 1999
ROSEMONT CONVENTION CENTER

GRANT MORRISON
JLA, THE INVISIBLES

GARTH ENNIS
PREACHER, HITMAN

JAMES ROBINSON
JUSTICE SOCIETY, STARMAN

JIM LEE
DIVINE RIGHT

HUMBERTO RAMOS
CRIMSON

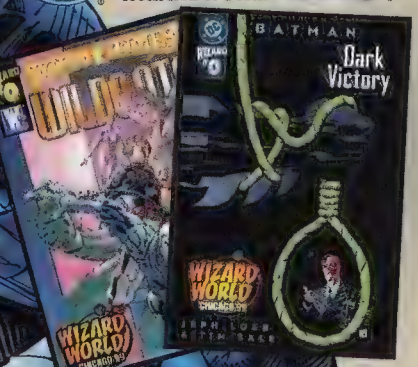
CHRIS BACHALO
STEAMPUNK

TIM SALE
BATMAN: DARK VICTORY

JEPH LOEB
BATMAN: DARK VICTORY

JOE KELLY
STEAMPUNK

GET THESE COMICS FIRST AT WIZARDWORLD



BATMAN #0
DARK VICTORY
WILD TIMES
WILDCATS #0

CALL NOW FOR TICKETS
1-800-690-1669

KIDS 10 AND UNDER GET IN FREE!*

Tickets	1-Day	3-Day
Adult	$20	$40
Children 10 & under FREE*		

*With the purchase of an adult ticket.

Payment must be included with all orders. Ticket prices are $20 for a one day pass, $40 for a three day pass. Children 10 & under are free with the purchase of an adult pass. Send check or money order payable to Entertainment Conventions, or pay by credit card. We accept Visa, MasterCard American Express and Discover. Credit card orders must include the cardholder's name, the complete card number and expiration date. With payment, please send your name, address, birth date and the specific days you will be attending to: Wizard World Chicago, P.O.Box 656, Yorktown Heights, NY 10598.

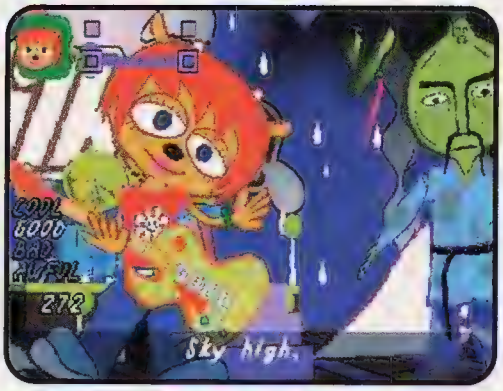
Tickets are sent via first-class mail for all orders received by 6/25/99. All orders received after that date will be held for pickup at the door. All orders received after 7/9/99 will not be processed and returned to sender.

For travel and hotel information, call Tzell Travel at 800-865-9038 ext.666.

GET MORE ONLINE AT wizardworld.com

UM JAMMER LAMMY

MANUFACTURER: Sony
PLATFORM: Sony PlayStation
SUGGESTED RETAIL: TBD, August 1999



Want more *PaRappa The Rapper*? Don't worry, 'cause *Um Jammer Lammy* has hit the stage.

Lammy, the sequel to last year's *PaRappa*, has four principal modes. In "Story" mode, you control a lamb named Lammy who plays cool guitar riffs rather than sings. By pressing your gamepad buttons in time to the music, you create cool, weird guitar riffs, competing against the other characters' music, until you are able to reach the game's final stage. Win as Lammy and you can actually unlock PaRappa to play the classic original game!

"Easy" is just a simple training type mode, but "Two Player Battle" is a raucous guitar battle with Lammy versus the heavy metal girl Rammy, judged purely on style points. In Cooperative, the two take turns soloing to the beat with their guitars and if PaRappa is unlocked, he can perform a rap or engage in a battle with other players.

TRY IT... If you like rappin' to the beat while the d.j. revolves it in *PaRappa the Rappa*, then *Um Jammer Lammy* will play that funky music, white boy.

There are several cool places to play, including outer space, a fast food hangout and a burning building.

The games have a "Simon Says" playing style as players jam their guitars imitating surf punk, heavy metal, pop, classic rock and more before earning ratings from "cool" to "bad." Lammy can also pick up objects—a baby bunny for instance—and jam with them, imagining that they're her guitar. As if that's not enough, win in Two Player Battle mode and a hot-dog will fly by and call you a "weiner." ■

WOOL BRA C'mon. We all know there ain't no such thing as chick rockers. Just ask the Bangles or Go-Gos, if you can find 'em.

POKÉMON STADIUM

MANUFACTURER: Nintendo
PLATFORM: Nintendo 64
SUGGESTED RETAIL: $44.95, October 1999

CATCH 'EM ALL Wanna see Jigglypuff (above) beat the crapola outta Articuno (below)? Now's your chance to be a bastard.

Pokémon Stadium, based on the *Pokémon Stadium II* game available in Japan, thrusts 150 "pocket monsters" into battle in a modern sports arena.

Players can actually train the monsters before unleashing them in turn-based battles for up to four players simultaneously. The game's best feature? The "64 GameBoy Pak," which allows you to plug your GameBoy into the Nintendo controller so other players can access all of the monsters which they have trained or captured in their GameBoy *Pokémon Blue* and *Red* games. It will also include an overview feature, which gives statistics relating to each players' entire Pokémon monster collection and a picture book feature, which is basically a 3-D photo album showcasing a player's Pokémon.

There are four main modes: Training mode, where players practice their moves; Event Battle, where players set the time limits between moves; Research mode, which allows players to organize their Pokémon and swap data with the GameBoy; and Free Battle, where up to four players can compete in a two-on-two tag team match. Each player gets to choose three Pokémon apiece and watch as 12 Pokémon battle it out.

TRY IT... If you like *Pokémon Red* and *Pokémon Blue* for Nintendo's Game Boy, then *Pokémon Stadium*'s for you.

Each Pokémon will have its own style and personality—some are frenetic while others are more lethargic. The fighting sequences promise not only to be cute but cutthroat realistic, with the monsters rendered in a fully polygonal 3-D.

If you're fascinated with these cuddly creatures or if you happen to have a GameBoy stocked with a stable of restless monsters, *Pokémon Stadium* is the place to go. ■

WHAT WILL HAPPEN TO COMICS IN THE NEXT MILLENNIUM?

WIZARD® 2000

THE COUNTDOWN CONTINUES...

ON SALE IN NOVEMBER

Wizard: The Comics Magazine becomes *Wizard 2000* in November.
Wizard: The Comics Magazine returns in December with *Wizard #100, The Century Ender*

MANGA VIDEO-THE BEST ANIMÉ

THE FEATURE-LENGTH JAPANESE ANIMÉ THRILLER BASED ON OSAMU TEZUKA'S LEGENDARY MANGA

A BRILLIANT SURGEON. A DEADLY DISEASE. THE HIDEOUS CONSPIRACY.

BRAND NEW - NEVER RELEASED IN THE US!
FROM THE CREATOR OF *ASTROBOY!*

The craftsmanship and the art of handmade manga and computer graphics unite in this psychological thriller about a mysterious surgeon who comes face to face with his biggest challenge yet.

BLACK JACK is an underground, master surgeon who possesses impeccable skills, enabling him to perform operations impossible for most. He is a man alone and full of mystery, appearing in operating rooms to fulfill his tasks, while charging millions for his secret operations. He is now faced with his most difficult task to date and must challenge the limits of medical science... *before it's too late!*

An extraordinary number of intellectual and athletic 'Superhumans' have the world caught in awe, wonder and excitement. These 'Superhumans' far exceed the framework of common sense and possess the ability to outperform all of their rivals... *but how did they get this way?*

BLACK JACK discovers the truth behind this unusual occurrence... a hideous conspiracy lurking behind this strange genetic phenomenon... and a dark secret that is about to endanger the existence of all mankind.

• *AVAILABLE 6.29.99* •

$19.95 SRP ENGLISH DUBBED **$29.95 SRP SUBTITLED**

BLACK JACK

A SURGEON WITH THE HANDS OF GOD

ENTER A WORLD WHERE VIOLENCE ISN'T THE PROBLEM... IT'S THE SOLUTION!

Fist of the North Star THE SERIES

THE ORIGINAL JAPANESE ANIMÉ TELEVISION SERIES

•

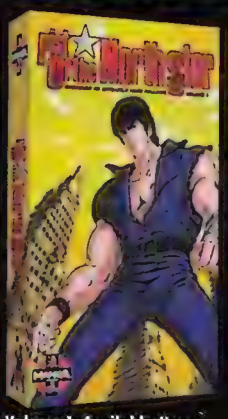
TWELVE MONTHLY VOLUMES

•

3 EPISODES EACH 75 MINUTES COLOR/STEREO

$19.95 SRP ENGLISH DUBBED

$24.95 SRP SUBTITLED



Volume 1: Available Now

Volume 2: Available Now

Volume 3: Available Now

Volume 4: Available 6.29.99

WIN A FIST FULL OF PRIZES FROM MANGA VIDEO INCLUDING A GRAND PRIZE TRIP TO HOLLYWOOD FOR A VOICE-OVER ROLE IN THE FINAL EPISODE! CHECK OUR WEBSITE FOR DETAILS.

www.manga.com

AVAILABLE AT BEST BUY AND FINE STORES EVERYWHERE

AND IN THEATRES THIS SUMMER: PERFECT BLUE

MANGA VIDEO ™

© 1999 Manga Entertainment, Inc. • A Palm Pictures Company • Distributed by Ryko Distribution Partners

manga MANIA!

COOL JAPANESE COMIC AND ANIMATION STUFF YOU'LL WANT TO BUY...

Manga, anime, action figures, posters, trading cards, toaster ovens—if it's a cool Japanese import, odds are you'll see it here. Keep in mind that the rules are different in the Far East—unless otherwise noted, comics are in black and white, for one thing. For another, floozies are called "yellow cabs," because they're easy to pick up. Get it? Let's roll.

BY TOM ROOT

GOTCHA!!! Don't ask this guy to scratch the itch on your back.

HEART OF THE MATTER

Talk about your uphill battles! Manji, the star of Hiroaki Samura's *Blade of the Immortal* manga series from Dark Horse, must bump off a thousand evil men before he's allowed a peaceful existence in the eight-part "Heart of Darkness" storyarc, beginning July 28 in issue #35. He's bound to find at least a couple when he and his young charge, Rin, drop by the headquarters of the Akagi assassins. But are they enemies...or allies? Pony up the $2.95 cover price and hop aboard. And while you're at it, check out August 25's *Blade of the Immortal: On Silent Wings* trade paperback ($14.95, also from Dark Horse) to catch up on how Manji joined Rin's quest to avenge the slaying of her father.

BOILING MAD

In the outlandish, anything-goes, martial-arts world of "Ranma 1/2," the most lethal instrument of destruction isn't a crazy-spinning-fist attack, it's Akane Tendo's cooking. Just boiling ramen noodles usually results in a trip to the emergency room for any hapless soul bold enough to give it a taste. In the anime "Ranma 1/2, Outta Control: Eat, Drink, Man-Who-Turns-Into-Woman," Akane's in the kitchen again, and her reluctant fiancée Ranma's usual lack of tact is threatening to make the situation boil over! Also, the second episode sees the return of Shampoo's twin Amazon sisters, Ling-Ling and Lung-Lung...and they're always double trouble. Dubbed in English and available in July, this 52-minute VHS videotape is offered by Viz for $24.95.

GOT THE RUNS? Is she running for the next Ranma anime or for the toilet?

manga MANIA!

MERRY FIST-MAS!

Presenting all kinds of bashin', smashin' action: It's volume 5 of the ever-popular "Fist of the North Star" TV series, comin' in July. Join Kenshiro as he executes glorious acts of violence upon any pathetic soul foolish enough to get in his way—plus recipes for all your favorite pasta dishes. Volume 5 collects episodes #13-#15; it's $19.98 dubbed or $24.98 subtitled from Manga Video. Oh, and this series is suggested for mature audiences. Oh, and we were kidding about the pasta.

CROTCH SHOT Betcha didn't think *Wizard* was that kind of magazine, did you?

KINKY ALIEN SEX... doesn't look so hot, after all. Maybe I better rethink that Seven of Nine fetish...

MIDNIGHT BLUE

Miko Mido has *ninja sex training*. When you get down to it, isn't that all you need to know? The "Lady Blue" anime brings you a full hour of the 19-year-old Miko's erotic adventures as she battles a couple of vengeful spirits. If she loses, her mom and dad (the king and queen of the underworld—can't forget that part) will be doomed to an eternity of torture! But if she wins, a loved one will die! Central Park Media advises—nay, demands!—that no one under 18 give this title a peep due to the sex, sex, SEX! But if you make the cut, you can pick up volume #1 or #2, dubbed in English, for $29.99 this July.

POSTER GIRL

Nobody fills out a swimsuit quite like Ranma Saotome, that spry young martial artist who turns into a girl when splashed with cold water. If you found out the same was true of Elle Macpherson, would you feel any differently about her? After all, deep down, we're all just *human beings*, dammit! If you cut Elle Macpherson, does she not bleed? This full-color, 26 3/4" by 34 1/2" poster ($9.95) is available from Viz in July, just in time for bathing-suit season. Bet if you splashed him with *hot* water right about now, something pretty darn embarrassing would happen, eh?

BIG BLUE EYES Buy this poster and look for your reflection in those peepers.

SEX CHANGE And Bruce Banner thought *he* had problems.

GENDER BENDER

When junior high schooler Futaba Shimeru is overcome with lust, he turns into a girl! Tough break, eh? Well, it gets worse—as *Futabakun Change* (vol. 3) #1 ($2.95) begins, Futaba is forced to compete in a swimming competition with Misaki, the gal he's got the hugest crush on! So what's Futaba gonna wear to the pool—trunks or a frilly bikini? Hiroshi Aro's popular manga series begins its third translated volume in July, thanks to the friendly folks at Studio Ironcat—and this one's for mature readers, kiddies.

HOPE FOR PEACE . . . but prepare for war. Looks like this lady lives by that motto.

ARMOR ALL

Hiraku, much like you, loves anime. But *unlike* you, she's about to see her fantasy turned to reality when she inherits the powerful GranDoll Armor in "Hyper Speed GranDoll," a 90-minute animated feature from Central Park Media. Good thing, too, because her world's about to be consumed by a terrible war, and her new abilities are sorely needed. It's $24.95 dubbed and $29.99 subtitled and available in July. All we ever inherit is crappy silverware. Rats.

MANIA!

BOSOM BUDDIES They share everything from boyfriends to battle armor.

SKIPPING SCHOOL

Chicks in robot suits. Giddyup! In "Battle Skipper: The Movie" from Central Park Media, out in July, those spoiled rich girls from St. Ignacio's Debutante Club strap on their mecha suits and set their sights on...the world! Good thing the Lightning Attacker Exstars have their Battle Skipper robots at the ready, 'cause things are about to get ugly. It's 90 minutes, dubbed in English, goes for $24.95 and is from the director of "The Slayers," so you're in good hands. Still not sold? There's also a smidgen of nudity.

KNIGHT FEVER

Only the good die young. Billy Joel taught us that. So no one should be surprised when the evil Black Knight of Marmo returns to plague the island of Lodoss in Central Park Media's anime feature "Record of Lodoss: Chronicles of the Heroic Knight." Five years ago, a band of six adventurers rid Lodoss of evil—will they return to finish the job and retain their hero status? This 90-minute feature is available on VHS both dubbed in English ($19.98) and in Japanese with subtitles ($24.99). Coming in July. Sing us a song, Piano Man.

ARMORED BABE Joan of Arc ain't got nuthin' on this.

HOTIMPORT!!

THE COOLEST, BESTEST THING COMING ACROSS THE OCEAN

ELEPHANT GUN Good things come in small packages.

SHELL SHOCKED

The landmark anime film "Ghost in the Shell" blazed new trails in the United States during its 1995 theatrical release. Now fans of Masamune Shirow's techno classic can pick up 7-inch action figures of Motoko "Major" Kusanagi in two different poses, thanks to the good folks at Toycom, Inc. Packed on a blister card and available for $17.99 in July, Kusanagi is featured in both her white, jacketed outfit and her cybernetic suit with VR helmet. If all cops looked this good, we'd do 90 in rest-home parking lots every chance we got.

YO! Are you a company who sells manga- and anime-related stuff cool enough to make the grade here? Let us be the judges of that. Send any info and/or samples to:

"Manga Mania"
c/o Wizard Entertainment
151 Wells Avenue
Congers, NY 10920-2064

THE ULTIMATE SUMMER CON IS

WIZARD WORLD CHICAGO '99™

KIDS 10 AND UNDER GET IN FREE!*

JULY 16-18, 1999
ROSEMONT CONVENTION CENTER

VISIT THESE EXHIBITORS

3 Finger Prints
A.D.'s Splitting Head Press
Abstract Studios
Acclaim Comics
Action Comics & Toys
Amagin Media
Another Universe.com
American Mule Entertainment
AMP Comics
Ancient Studios
Anime Pavilion
Antarctic Press
Arcane Comics
Art Asylum
Atlas Games
Avalon Studios
Awesome Entertainment
Beckett Publications
Black Dove Studio
BlindWolf Studios
Cartoonists Across America
Central Park Media
Chaos! Comics
Chaosium
Checker Comics Publishing
Claypool Comics
Colburn Comics
Comic Book Legal Defense Fund
Comic Buyers Guide
Cranium Press
Creative License
Cross Generation Comics
Crusade Entertainment
D-Boy Inc.
Dark Horse Comics
DC Comics
Decipher Inc.
Delta Comics
Diamond Comic Distributors
Doug Shuler
eBay
El Capitan Books
Engine Graphicwerks
Excell Graphics
Fantasy Flight Games
Frank Frazetta Fantasy Illustrated
Friends of Lulu
Graphitti Designs
Griot Enterprises
H&S Media
Harris Comics
Hash Ink
Heavy Metal
Highland Mint
Human Computing
Hyperwerks Entertainment
In-House Comics
Inkworks
Kenzer & Co.
Kevin Smith
Lasermach
Legends in 3 Dimensions
Liar Comics
Lone Star Press
Lopkin Media Enterprises
Marvel Comics
Mayfair Games
Media Blasters
Miramax Films
Modern Icons
Moore Creations
Next Entertainment
Ningen Manga Productions
Oni Press
Orbet Media Studios
Palisades Marketing
Pan Entertainment
Penny Farthing Press
Peregrine Entertainment
Quit Hassling Me Productions
Saffire Corp.
Sirius Entertainment
Slave Labor/Amaze Ink
Star Cross Studio
Starving Artist
Steve Jackson Games
The Sci-Fi Channel
TMP/McFarlane Toys
Top Cow Productions
Top Shelf Productions/ The Star House
ToyCom
Troll and Toad/Toy Vault
Twomorrows Publishing
Ultra-Pro
Warner Brothers Studios
Wet Earth Inc.
White Wolf
Wizard Entertainment
Wizards of the Coast

MORE SPECIAL GUESTS

Jim Calafiore
Gerard Christopher
Digger
Coleen Doran
Jay Faerber
Gene Ha
Rob Horan
Tony Isabella
Dan Jolley
Greg Land
Tim Lyle
Angel Medina
Clayburn Moore
Terry Moore
Mitch O'Connell
Jerry Ordway
David Quinn
Gareb Shamus
Mark Texeira
Lynn Varley
Stacy Walker

AND MORE TO BE ANNOUNCED!

© 1999 WIZARD ENTERTAINMENT. SIN CITY ™ & © 1999 FRANK MILLER.
FRANK MILLER PHOTO COURTESY OF DARK HORSE. GUEST LIST SUBJECT TO CHANGE.

OFFICIAL ONLINE SPONSOR

FRANK MILLER
SIN CITY: HELL AND BACK
AND SO MUCH MORE!

1999 WIZARD FAN AWARDS

CALL NOW 1-800-690-1669 FOR TICKETS!

GET A MARVEL KNIGHTS WAVE 2 WIZARD WORLD EDITION WITH YOUR ADVANCE TICKET ORDERS!

FOR MORE INFO, VISIT US ONLINE AT WIZARDWORLD.COM

Payment must be included with all orders. We accept Visa, MasterCard, American Express and Discover. Credit card orders must include the cardholder's name, the complete card number and expiration date. With payment, please send your name address, birth date and the specific days you will be attending to: Wizard World Chicago, P.O.Box 656, Yorktown Heights, NY 10598.

Tickets	1-Day	3-Day
Adult	$20	$40
Children 10 & under	FREE*	FREE*

*With the purchase of an adult ticket.

Tickets are sent via first class mail for all orders received by 6/25/99. All orders received after that date will be held for pickup at the door. All orders received after 7/9/99 will not be processed and returned to sender

For travel and hotel information, call Tzell Travel at 800.865.9038 ext. 666

Wizard World Chicago show hours are as follows: Friday 10am-6pm. Saturday (9:30am for advanced ticket holders) 10am to 6pm. Sunday (9:30am for advanced ticket holders) 10am to 5pm.

wizardworld.com

The Man Without Fear!

WOW! AN EXCLUSIVE DAREDEVIL #1/2 COMIC BOOK!

*NOT ACTUAL COVER ART

WIZARD #1/2 OFFER

HERE COMES...

DAREDEVIL®

THE MAN WITHOUT FEAR!

ONLY AVAILABLE HERE!

ONCE-IN-A-LIFETIME CHANCE!

- Story by Kevin Smith!
- Cover by Joe Quesada and Jimmy Palmiotti!
- Interior art by Steve Dillon, David Mack, John Romita, J.G. Jones, Kevin Nowlan and more!
- Super-limited!

Witness the history of Daredevil as you've never seen it before in this unique format created just for this #1/2 offer! Kevin Smith takes you on a personal journey into the life of Matt Murdock, where you will meet his inner demons. We invite you to revisit Matt's transformation from high-school loner to successful lawyer to fearless adventurer! The only way you can be a part of this epic saga is to fill out the coupon, enclose three dollars and mail it in today! Hold on tight to your billy club...your journey is about to begin!

MURDOCK'S LAW

No reproductions of this coupon will be accepted. This coupon must be sent in the accompanying envelope. With this coupon, you can order two comics. You may put additional coupons in the same envelope. Remit by check or money order only. Canadian orders remit $4.00 per copy, other foreign orders remit $6.00 per copy. All payment must be in U.S. funds drawn on a U.S. bank. Make all checks payable to Wizard Entertainment. Offer good only while supply lasts. Please allow eight to 12 weeks from date of expiration for delivery. Changes of address will not be forwarded unless Wizard Entertainment is notified in writing by September 24, 1999.

THIS OFFER EXPIRES SEPTEMBER 24, 1999

TOP 10 HEROES & VILLAINS

This list doesn't track the number of copies which a specific character sells each month. It doesn't pay attention to any kind of sales meter. This list is a roster of the 10 comic book characters with the strongest fan following—nothing more, nothing less.

1 BATMAN

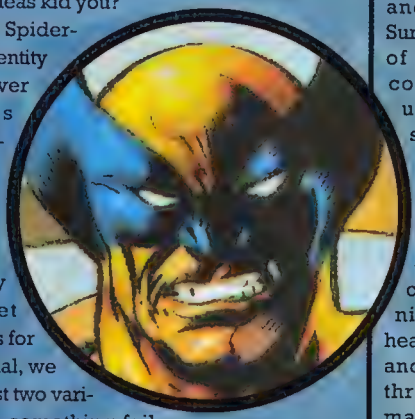
Yow! It's vamp-Batman! Nice teeth. Y'know, we had *heard* that things had gotten tougher on the mean streets of Gotham since that whole earthquake and cut-off-from-the-nation thing. Heck, people even say Gotham's almost as bad as Detroit now. But ya know what? It's actually *because* of the year-long "No Man's Land" story line that Batman's popularity is spiking. See, new creators and stories every few months keep things interesting for the Amalgamated Geeks of America. And the bleak, no-future setting of Gotham is a replacement for the teen angst void left now that all those stupid Seattle bands with flannel shirts tied around their waists have gone bye-bye.

2 SPAWN

Ever drink a lime Slurpee with a full-face mask on? No? That's because you've got a brain. Spawn here, on the other hand, did. Why? 'Cause mighty Spawn need fear nothing! He's got the ultimate sugar daddy: Todd McFarlane. Hey, if Todd can shell out big coin for Madonna's bustier, Wayne Gretzky's jersey and Mark McGwire's balls, the Toddler can surely spring for dry cleaning. He can also "fix" Spawn's parking tickets, get Spawn plenty of "dates" and take care of any "stuff" Spawn leaves behind in a seedy motel room. Put it together and Spawn gets carouse like a young Ted Kennedy.

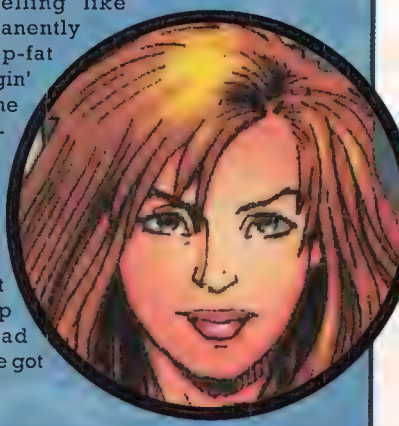
3 WOLVERINE

The word on Marvel Street is that Wolverine's getting his adamantium back. No, really. This time for sure. Honest. Would the House of Ideas kid you? Well, maybe about a Spider-clone or Magneto's identity or something, but never about Wolverine's indestructible, incorruptible adamantium! Yeah! And while the actual event of the re-adamantium-izing (or whatever) is slightly more double-secret then the unlock codes for the U.S. nuclear arsenal, we can be sure that at least two variant covers with holo-something foil stamping will be available. Oh, yeah—and it'll be an event to remember. That, too.



4 BUFFY

Part-time employment opportunities for your average high-school student sucks. Pumping gas is no fun and fast-food jobs just plain blow. But young Buffy Summers is no average high-school student! While the rest of her chump-ass, minimum-wage classmates are coming home smelling like unleaded or permanently scarred by a deep-fat fryer, Buffy's hangin' and bangin' 'til the break of day, staking vamps and other assorted creatures-of-the-night through the heart! Yeah! Violence and the undead! Just throw in some cheap malt liquor and a bad soundtrack and you've got a high-school party!

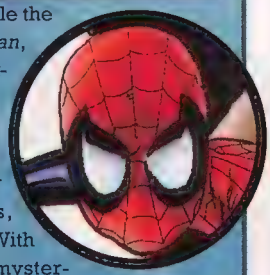


5 DAREDEVIL

Ah, Daredevil, how do we love thee? Let us count the ways: We love thee for thine horns on thine head and thy billy club. We love thee for thine hyper-senses. We love thee for the fact that thou hangest around with the Black Widow, that super-spy chick who likes to dress in skintight black leather! Yowza! We lovest thee for...ah, the hell with it all. Let's just face facts: Daredevil's on this here list because Kevin Smith writes the book and it's one of the coolest things going today. That's 'bout it. So endeth the saga.

6 SPIDER-GIRL

Spider-*Who*? Spider-*Girl*? Yep. While the original arachnid (that's Spider-*Man*, kiddies) remains a force to be reckoned with, the ain't-it-cool, cutting-edge buzz is all about the new kid, Spider-Girl. She's so durned popular, she's the anchor for an entire line of books, Marvel's forward-looking MC2. With youth on her side, tons of cool mysteries in her book, and occasional appearances from her papa (that's Spider-*Man*, kiddies), she can give the old man a run for his money.



7 WITCHBLADE

Stuff that's happened to Sara Pezzini: Been shot. Accepted an eternal force called the Witchblade and allowed it to bond with her. Got shot again. Wore a pretty dress. Got shot again. Found out her boyfriend was a centuries-old murderer. Got shot again. Vacationed in South America. Got shot again. Lost Witchblade, got shot repeatedly, regained Witchblade. Whew! "Cliff's Notes" have got nuthin' on us! That's 'bout 30 issues worth o' stuff. And through it all, Sara's been one o' comics' fave *femme fatales*.

8 PIKACHU

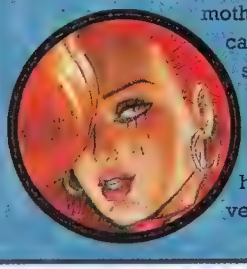
Proof that America is not a very literate society: Pikachu gets by on one word. All the little yellow bastard ever says is his name—"Pikachu!" Sure, he's got some (*ahem*) "clever" variations on it like "Pika!" and "Chu!," but this guy knows less English than a New York taxi driver. Oh, well. Guess when you've got cute, puffy cheeks, fame and riches are yours and women will throw themselves at your feet. Hey! If that's the case, which way to the nearest plastic surgeon?

9 DARTH MAUL

Know the coolest thing about being Darth Maul? Besides having horns on your head, a double-bladed light saber and getting to kick Jedi ass from here to Alderaan? It's that Darth Maul was a someone before he was even anyone. Heck, even *before* his movie, he was in *Time*, *Vanity Fair* and *Intergalactic Bad-ass Weekly*. That's a fast track to stardom not seen since the latest pre-packaged boy band. And we're willing to bet Maul could waste 'N Sync in 'bout two seconds flat.

10 DAWN

Three words: Homina homina homina! More words: Believe it or not—and we swear on a stack of *X-Mens* we are *not* making this up—chicks dig Dawn as much as guys do. Really. See, Dawn is the representation of all things motherly, a notion your average skirt can get behind. And she wears all sorts of cool costumes and kicks ass, also endearing concepts to the feminine set. 'Course, guys usually like her 'cause of her hooters, proving that we really are very simple creatures.



MORT OF THE MONTH

ONE LAME-ASS CHARACTER

RAG DOLL

"Eccentric dancer" (DC Comics' term, not ours) Pete Merkel was out of work. To rob a department store, ol' Pete dressed up like a giant rag doll and just sat there. Bingo! People thought he was a prop, and he made off with some cash after the store closed.

Realizing he had the exciting and dangerous supervillain ability to sit around and look like a doofus, Merkel took the name "Rag Doll" and tried similar stunts. But the Flash kicked the stuffing outta him, and Merkel slunk his Raggedy-Andy ass into limbo.

Rag Doll was last seen on the Fox network special, "When Good Toys Go Bad," along with Human Flesh-Craving Winnie the Pooh and "Second-Base" Barbie.

MORTOMETER

WIZARD WORLD CHICAGO '99

JULY 16-18, 1999
ROSEMONT CONVENTION CENTER

OFFICIAL ONLINE SPONSOR ebay™

MARVEL COMICS

1999 GUEST OF HONOR

KEVIN SMITH

JOE QUESADA

JIMMY PALMIOTTI

DAVID MACK

ADAM KUBERT

ANDY KUBERT#

BRANDON PETERSON

DEVIN GRAYSON
J.G. JONES

FREE

WITH YOUR ADVANCE TICKET ORDER

SATURDAY AND SUNDAY ONLY. GUEST LIST SUBJECT TO CHANGE.

This exclusive book features art by Joe Quesada, Jimmy Palmiotti, Joe Jusko, J.G. Jones, Pat Lee, Tony Herris, David Mack and more.

Payment must be included with all orders. We accept Visa, MasterCard, American Express and Discover. Credit card orders must include the cardholder's name, the complete card number and expiration date. With payment, please send your name address, birth date and the specific days you will be attending to: Wizard World Chicago, P.O.Box 656, Yorktown Heights, NY 10598.

CALL 1-800-690-1669 NOW FOR TICKETS!

KIDS 10 AND UNDER GET IN FREE!*

ALEX ROSS
JIM KRUEGER
JOHN PAUL LEON
BILL REINHOLD

GEORGE PÉREZ

KURT BUSIEK

ERIK LARSEN

OTHER MARVEL SPECIAL GUESTS WILL INCLUDE:
MARK WAID
JOE CASEY
STEVE RUDE
BATT
TIM TOWNSEND
DAN JURGENS
SPIDER-MAN
AND MANY MORE!

Tickets are sent via first class mail for all orders received by 6/25/99. All orders received after that date will be held for pickup at the door. All orders received after 7/9/99 will not be processed and returned to sender

For travel and hotel information, call Tzell Travel at 800.865.9038 ext. 666

Wizard World Chicago show hours are as follows: Friday 10am-6pm. Saturday (9:30am for advanced ticket holders) 10am to 6pm. Sunday (9:30am for advanced ticket holders) 10am to 5pm.

Tickets	1-Day	3-Day
Adult	$20	$40
Children 10 & under	FREE*	FREE*

*With the purchase of an adult ticket.

wizardworld.com

© 1999 WIZARD ENTERTAINMENT. ALL CHARACTERS ™ AND © 1999 MARVEL CHARACTERS. ALL PHOTOS BY PAUL SHIRALDI, EXCEPT DAVID MACK COURTESY OF DAVID MACK AND GEORGE PÉREZ BY BRIAN SMITH © 1997.
GUEST LIST SUBJECT TO CHANGE.

picks

THE MUST-READ COMICS SHIPPING IN JULY

bookofthemonth

RISING STARS #1

TOP COW/IMAGE Good ol' small-town Pederson, Ill., turns downright chaotic when a comet gives superpowers to 113 unborn children. The little tykes grow up together as "Babylon 5" creator J. Michael Straczynski's "Rising Stars"—and JMS is looking to do comics on an epic scale. "'Babylon 5' slammed into sci-fi television and made a massive impact across the entire field," he says. "My intention with *Rising Stars* is to do the same for comics." Tune in to see if he can. By Straczynski, Keu Cha and Jason Gorder. **$2.50**

AVENGERS #20

MARVEL Just to prove that humanity sucks and robots rule, nasty robot Ultron wipes an entire nation off the face of the Earth...and turns the survivors into scary, ooga-booga, killer robots! By Kurt Busiek, George Pérez and Al Vey. And down the timestream in *Avengers Forever* #10, time-travelers Kang and Immortus face off, with Earth's Mightiest Heroes stuck smack-dab in the middle. By Busiek, Roger Stern, Carlos Pacheco and Jesus Merino. **$1.99—#20; $2.99—*Forever* #10**

BATMAN BOOKS

DC COMICS In case you haven't gotten the hint yet...read the Batman books. They generally rock! And with rotating creators and stories in the Gotham-devastated "No Man's Land" setting, ya get new, cool stuff every few issues. On this month's menu: Bats takes on the chilling Mr. Freeze in *Batman: Legends of the Dark Knight* #121. *Batman* #569 sees the new and improved Batgirl take center stage, while the back-breaking Bane returns in *Detective Comics* #736. And Batman races the clock to save dozens of children in *Batman: Shadow of the Bat* #89. By 11 batty creators. **$1.99 each**

CABLE #71

MARVEL Just when you thought it was safe to go swimmin' in the Marvel pool, suddenly it's Rob Liefeld! Yep, comics' most controversial creator returns to the character that made him famous, as Cable ponders whether he should follow through with his painful—yet crucial—destiny. He'd damn well better, or all humanity will perish and stuff. By Joe Pruett and Liefeld. **$1.99**

CAPTAIN AMERICA #21

MARVEL Hey! Captain America's *finally* got his shield back! Course, it's seen much better days. "At the end of [1984's] *Secret Wars*, Cap had to put his shield back together," writer Mark Waid points out. "But he's no physicist. There was one molecule out of place." Well apparently, one little molecule is a big problem when vibranium, the vibration-absorbing metal, is part of the shield. Every time Cap's shield got hit, it got a little more unstable. By now, it's so unstable it's set up a "vibranium cancer" breaking out all over the world. And since the nation of Wakanda is the only source of vibranium, Waid says, "It's ground zero. I wouldn't wanna be there." But Cap is, and he's faced

MR TITLES DENOTED WITH AN MR CONTAIN MATERIAL THAT'S SUGGESTED FOR MATURE READERS.

with a choice: save Wakanda, or save his shield? By Waid, Andy Kubert and Jesse Delperdang. **$1.99**

CONTEST OF CHAMPIONS II #1-#2 (OF 5)

MARVEL What if 53 assorted musclebound guys and shapely babes stranded on a space ark started whackin' the snot outta each other? Well, you'd either have Fox's replacement series for "Melrose Place" or *Contest of Champions II*. Watch all of Marvel's heroes battle for the survival of Earth as creators Chris Claremont, Oscar Jimenez and Eduardo Alpuente bring you the ringside call. **$2.50 each**

CRIMSON #13

WILDSTORM/DC And you thought Beanie Babies were a hot commodity! Angels are stalkin' the streets of New York, and smugglers are willing to pay big bucks for 'em. When an angel named Zophiel arrives, big problems happen for main vampire Alex Elder. By Brian Augustyn, Humberto Ramos and Sandra Hope. **$2.50**

DAREDEVIL #11

MARVEL Man, life sucks for Daredevil. For starters, he's blind. That kinda makes the Spice Channel a moot point. Then, there's always the chafing that accompanies wearing spandex. The real kicker? When DD catches a break and actually goes on a date, a battle breaks out and he defends the life of his archnemesis, the Kingpin! Confused? David Mack, Joe Quesada and Jimmy Palmiotti explain all for **$2.50.**

DIVINE RIGHT #11

WILDSTORM/DC If the chronically late *Divine Right* actually makes it out this month, it'll be the beginning of the end. Pizza-delivery boy Max Faraday has solved the "creation equation" that started this whole mess, and now has the power to reshape reality in his own image and get you a pipin'-hot pizza in 30 minutes or less. By Jim Lee, Scott Lobdell and Scott Williams. **$2.50**

CRIMSON #13

EARTH X #6 (OF 12)

MARVEL Who ever said bein' a flame-eatin', dwarf-juggling', snake-charmin' carnival roustabout would never get ya anywhere? In the funky Marvel future where *everyone* has superpowers, a batch of circus freaks become the all-new, all-different X-Men! By Jim Krueger, John Paul Leon and Bill Reinhold. **$2.99**

EARTH X #6

FANTASTIC FOUR #21

MARVEL Sigh. Remember when *FF* really was "The World's Greatest Comic Magazine"? How about when you weren't nauseated by Reed and Sue Richards' relationship? Well, if you like a gazillion captions per page and long-winded word balloons, keep reading *FF*. This month? Hades, the ruler of Hell, leaves his underworld and tries takin' over the New York underworld. And only three Fantastic Four buddies and the FF's widdle-itty-bitty puppy can save the day! Awww. Isn't that cute? By Chris Claremont, Salvador Larroca and Art Thibert. **$1.99**

FATHOM #8

TOP COW/IMAGE The *Fathom* crew has a hard-and-fast policy of tantalizing readers with...absolutely nothing. Co-writer Bill O'Neil says only that there will be "chaos and destruction" as the initial nine-issue storyarc approaches its close. We at "Picks" Central *assume* there'll be guys with coral for asses, chicks in bikinis, a dog named Matilda, and assorted underwater hijinks. By Michael Turner, O'Neil and Joe Weems. **$2.50**

FLASH #152

DC COMICS Hey, lookee here! It's a new Flash! Yep, after former Flash Wally West apparently bit the big green burrito of death in #150 (ending a really painful storyarc for him *and* the readers), some new, black-suited guy popped up to take his place. But no one knows who this mystery man behind the lightning is. No one, that is, except Mark Waid, Brian Augustyn, Paul Pelletier and Vince Russell. **$1.99**

GALACTUS THE DEVOURER #1 (OF 6)

MARVEL Ever wonder about the planet-devouring Galactus? Just what his reason for being is? Why he needs a herald if he's so damn tough? What the "power cosmic" is? If those are really asteroid belts in space, or if Big G just thinks all of space is his toilet? Well, the curtain's finally pulled back on these and many more mysteries. By Louise Simonson, Jon J. Muth and Bill Sienkiewicz. **$3.50**

FLASH #152

GAMBIT #8

MARVEL Since the X-Men have gone splitsville (see "X-Men Books"), writer Fabian Nicieza says it's Gambit's time "to gather information, trying to confirm his suspicions about what's been happening to the X-Men." Only problem? He's gotta deal with a couple of high-octane baddies to get that info: Sabretooth and Scalphunter! By Nicieza and Mat Broome. And over in the *Gambit 1999* annual, the card-chuckin' mutant deals with Succubus, the green-mist, parasite lady that's livin' inside him. By Nicieza and Walter McDaniel. **$1.99—#8; $3.50—*1999***

INHUMANS #11

MARVEL Hey, if you're not reading *Inhumans*, you are a no-taste doofus. That having been said, please tune in to this month's thrilling installment, where Inhuman king Black Bolt (who's got a really hot redhead of a wife, even though his mere whisper can cripple mountains) must take his city back from the human invaders who conquered it...*without* going to war. By Paul Jenkins and Jae Lee. **$2.99**

ontheedge

OFF THE BEATEN PATH

BINIBUS BARNABUS

ROBOT PUBLISHING Try saying *that* 10 times fast without spraining your tongue.

Anyhoo, this touching story shows that love knows no bounds of nationality, gene pool, or method of breathing oxygen. Binibus Barnabus is a half-Greek, half-Swede guy who falls in love with a sea horse, and somehow *doesn't* get arrested for animal fornication. And it's an all-ages offering! Interspecies romance comes dirt cheap at **$2.00.**

IRON MAN #20

MARVEL The armored Avenger gets an up-close-and-personal from a couple other tin cans: bad boy War Machine and robot Jocasta. But if Iron Man can't win a fight to the finish, Jocasta's shiny and circuit-laden butt will belong to War Machine. Don't forget your oil can...by Kurt Busiek, Roger Stern, Sean Chen, Larry Stucker and Eric Cannon. **$1.99**

JLA #33

DC COMICS For a bunch of supposedly powerful, world-savin' super-guys, the JLA sure suck. Batman's just sittin' there with an earthquake-destroyed Gotham City, and the Justice League ain't lifting a superpowered finger to help. And when they *finally* do this ish, they blame everything on...Bruce Wayne? Only Mark Waid, Mark Pajarillo and Walden Wong can explain this mess. **$1.99**

LEAGUE OF EXTRAORDINARY GENTLEMEN #4 (OF 6)

WILDSTORM/DC Mr. Hyde is a bastard. The Invisible Man is even worse. But if England wants to prevent a foreign power from controlling Cavorite, the anti-gravity metal, they're the Brits' best hope. Check out this great new take on old-world literary characters. Sure, it's full of big words, but trust us—you'll love it. By Sir Alan Moore and Squire Kevin O'Neill. **$2.95**

MUTANT X #12

MARVEL It's double-sized! It's delightful! It's delicious! It's sugar-free! In the wacked-out alternate universe that has become Havok's home, the true origin of the Goblin Queen is revealed...and we find out that Dr. Doom's a nice guy!

GAMBIT #8
Sinister & Sabretooth Strike!
PETER PARKER: SPIDER-MAN #9
The Return Of Venom!
MARVEL
JULY 1999
HOT PICKS
CABLE #71
New Creative Team: Joe Pruett & Rob Liefeld! Free Poster!
HULK #6
Mud Wrestling With The Man-Thing!
MARVEL COMICS
WWW.MARVEL.COM

What's next? Courageous French? By Howard Mackie, Cary Nord and Andrew Pepoy. **$2.99**

NIGHTWING #35

DC COMICS Geez, ya think Dick Grayson would've quit being Batman's bitch years ago. First, Bats made him dress in short pants when he was Robin. Now that he's Nightwing, Batman has him keeping order as the *only* guard in Blackgate Prison. "Actually, Dick is getting a very thin skin about this," says writer Chuck Dixon. "He's getting tired of being ordered around. And he might have wished he refused, 'cause down in the hole, there's a whole grocery list of supervillains—Firefly, the Ventriloquist, the Mad Hatter. And of course, everything that can possibly go wrong, does." Better get ready for the riot. By "Shiv" Dixon, Scott "Shank" McDaniel and Karl "Sticking to His" Story. **$1.99**

PREACHER #53

VERTIGO/DC Mom always said "Never pick up hitchhikers." Preacher Jesse Custer shoulda listened to mom. 'Cuz on a road trip from Washington, D.C. to New York, Jesse picks up the worst road-refuse duo imaginable—Bob Glover and Freddie Allen, sexual detectives! Garth Ennis and Steve Dillon lube up another winner of an issue. **MR. $2.50**

SIN CITY: HELL AND BACK #1 (OF 9)

DARK HORSE It's time for another two-fisted (ouch) tale of the Town Without Pity. Wallace, an ex-military butt kicker, meets the girl of his dreams. But she's got a death wish, and Wallace might wind up dying with her. Yep, it's a love story. It's also hard-hitting pulp fiction brought to you by the mayor of Sin City himself—Frank Miller. **$2.95**

newreleases

FIRST TIME OUT

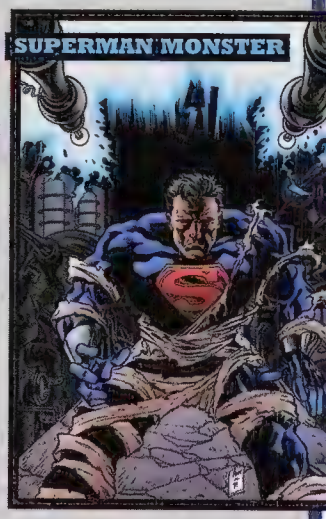
ALLEY CAT #1 (Image) Gland ho! *Playboy* Playmate Alley Baggett stars in her own book, and lingerie fans everywhere rejoice. **$2.50**

ASTONISHING X-MEN #1 (Marvel) Cyclops and Phoenix rally an all-new, all-different team of X-Men to combat a mutant-hunting menace. Now *that's* astonishing! **$2.50**

BACKLASH & TABOO'S AFRICAN VACATION (WildStorm/DC) Geez, this sounds like a porno movie, doesn't it? But it's got dinosaurs! **$5.95**

BATMAN: FORTUNATE SON (DC Comics) Teen rebellion! This hardcover explores the generational differences between Bats and sexy-legged Robin. **$24.95**

CY-GOR #1 (Todd McFarlane Productions/Image) Everybody loves monkeys! And writer "Roarin'" Rick Veitch promises a bizarre look *inside* the mind of a cybernetic gorilla. Cool! **$2.50**



DARKNESS INFINITY (Top Cow/Image) What if Jackie Estacado *wasn't* the bearer of the Darkness? Guess some other bastard would be. **$3.50**

DEATHLOK #1-#2 (Marvel) There's a new cyborg assassin in town. He looks cool as hell, and he's on the run from S.H.I.E.L.D. **$1.99 each**

FINALS #1 (Vertigo/DC) College students build time machines as religious cults do weird crap at Knox University. **$2.95**

INSANE CLOWN POSSE: THE AMAZING JECKEL BROTHERS (Chaos!) ICP rappers Violent J and Shaggy 2 Dope fight a pair of carnival jugglers. Ya think we could make this up? **$2.95**

L.A.W. #1 (DC Comics) It's a Charlton reunion as Blue Beetle, the Question and Captain Atom team up to save the world. And stuff. **$2.50**

LIONHEART #1 (Awesome) Archaeologist Karen Quinn taps into yet another ancient comic book force and becomes...Lionheart! But wasn't he one o' the Thundercats? **$2.99**

MR. MAJESTIC #1 (WildStorm/DC) The Superman of the WildStorm Universe juggles planets and takes on cosmic menaces. **$2.50**

MYSTERYMEN COMICS #1 (Dark Horse) The Mysterymen–Strangler, Spleen, Masked Marauder and (tee-hee!) the Hummer–battle a sea monster. **$2.95**

POKÉMON: ELECTRIC PIKACHU BOOGALOO #1 (Viz) Not since the wacky days of "Breakin' 2" have we seen the word "Boogaloo." Anyhoo, Pikachu and other escaped Pokémon visit Bulbasaur's secret garden. **$3.50**

SOCK MONKEY #1 (Dark Horse) Sock monkey Uncle Gabby and the Crow (No, not Eric Draven–just a stuffed, drunk crow) flush a bat out of a dollhouse. Malibu Barbie never had troubles like this. **$2.95**

SUPERMAN MONSTER (DC Comics) A Dr. Frankenstein-esque Lex Luthor creates a Superman in this "Elseworlds" one-shot. Fire bad! **$6.95**

X-51 #1-#2 (Marvel) X-51, the Machine Man, is back! But this time, he's dead. Go figure. **$1.99 each**

X-MEN: TRUE FRIENDS #1 (Marvel) Ten-hutt! Kitty Pryde and Rachel Summers march back in time to World War II. **$2.99**

REQUEST YOUR WIZARD VISA® CREDIT CARD TODAY!

WITCHBLADE vs. THE DARKNESS™

WIZARD AND 1/2 TOP COW PRODUCTIONS™

FREE* THE RAREST #1/2 COMIC BOOK EVER

WIZARD
4266 1234 5678
GOOD FROM 06/96
GOOD THRU 06/98
ROGER A. CROZIER
VISA

- NO ANNUAL FEE
- LOW 5.9% INTRODUCTORY APR†
- AUTOMATIC ENROLLMENT IN THE WIZARD REWARDS PROGRAM

REQUEST YOUR WIZARD VISA® CARD TODAY AND GET WITCHBLADE vs. DARKNESS #1/2 WITH FIRST PURCHASE.

TO SIGN UP GO TO WIZARDWORLD.COM.

WITCHBLADE AND DARKNESS™ & © 1998 TOP COW PRODUCTIONS, INC.

†The Annual Percentage Rate (APR) for purchases and ATM and Bank cash advances is 18.4%, which may vary. The current promotional APR offer for cash advance checks and balance transfers is 5.9% through your first five (5) statement closing dates, commencing the month after the account is opened. When minimum monthly payment is not received by the end of the billing cycle in which it was due, or when the promotional offer expires, whichever occurs first, the APR for both new and outstanding cash advance balances (consisting of cash advance check and balance transfer transactions) will be calculated using the Variable-Rate Information disclosures accompanying your card. Transaction fee for Bank and ATM cash advances: 2% of each cash advance (minimum $2). Transaction fee for credit card cash advance checks: 1% of each cash advance (minimum $2, maximum $10). Transaction fee for the purchase of wire transfers, money orders, bets, lottery tickets, and casino gaming chips: 2% of each such purchase (minimum $2). MBNA may allocate your monthly payments to your promotional APR balance(s) prior to your non-promotional APR balance(s). Balance transfers and/or cash advances may not be used to pay off or pay down any MBNA account.

*A 1/2 comic book will be sent to cardholders who use their new WIZARD Visa credit card account for at least one purchase. A transaction that is subject to refund, credit, or adjustment does not qualify. Allow 8-10 weeks for delivery. Supplies are limited. Earn WIZARD Reward Points based on monthly total of new net purchase transactions made by you and your authorized user(s). Each transaction dollar equals one (1) Point. Fractional values will be rounded to the nearest whole dollar. Cash advances, balance transfers, purchases of money orders, wire transfers, bets, lottery tickets, casino gaming chips, and unauthorized or fraudulent transactions will not earn Points. A maximum of 20,000 Points may be earned each month, the maximum annual total is 240,000 Points. Points may be used to obtain WIZARD products - selections may vary and will be subject to availability. Points do not expire and may not be used to pay off or pay down any credit card account. Other restrictions apply. This program is provided by the Wizard Entertainment Group, which reserves the right to amend or withdraw any or all of its terms, at any time.

The information contained in this advertisement was accurate as of November, 1998. The information may have changed following that date. To determine what may have changed, MBNA America Bank, N.A. may be contacted by calling 1-800-457-3714 or by writing to PO Box 15020, Wilmington, DE 19850. New York residents may contact the New York State Banking Department at 1-800-518-8866 to obtain a comparative listing of credit card rates, fees, and grace periods. Visa is a federally registered service mark of Visa USA, Inc., and is used pursuant to license. MBNA America and MBNA are federally registered service marks of MBNA America Bank, N.A. ©1998 MBNA America Bank, N.A.

WIZARD ENTERTAINMENT GROUP

CALL 914-268-3594 TO REQUEST AN APPLICATION, OR APPLY ONLINE AT WWW.WIZARDWORLD.COM.

SPAWN #88

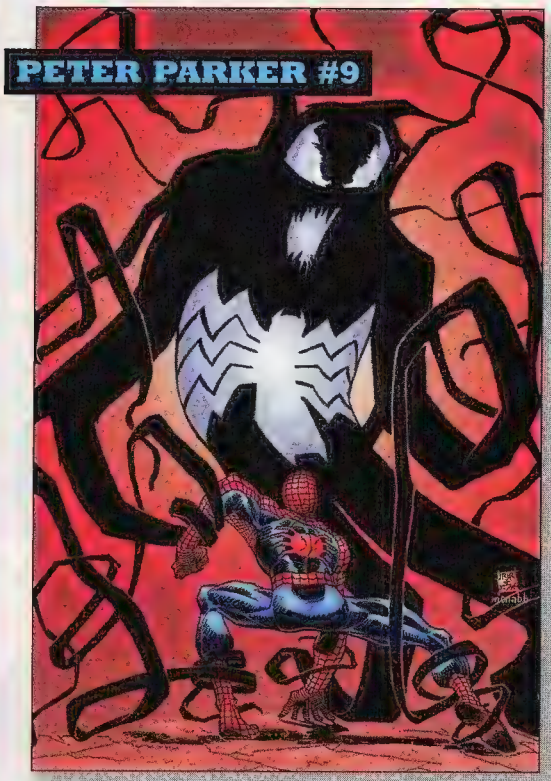
TODD McFARLANE PRODUCTIONS/IMAGE The 88th issue of the most meandering series in comic history plods along, as Spawn is still bummed that he's a hellish zombie killer, albeit a beautifully drawn one. By Todd McFarlane, Brian Holguin, Greg Capullo and Danny Miki. Meanwhile, over in *Spawn: The Undead* #2, Spawn intervenes when a magician makes a deal with the devil. By Paul Jenkins, Dwayne Turner and ChanceWolf. **$1.95 each**

SPIDER-MAN BOOKS

MARVEL *Amazing Spider-Man* #9 features the hopped-up, deadlier-than-ever Scorpion. By Howard Mackie, John Byrne and Scott Hanna. But the big news is in *Peter Parker: Spider-Man* #9, where archnemesis Venom is back, and looking to kick much ass! By Mackie, John Romita Jr. and Hanna. Meanwhile, *Spider-Man: Chapter One* #11's unnecessary retelling of Spidey's early days slouches mercifully towards its conclusion with an appearance from Giant-Man. By Byrne. **$1.99 each; *Chapter One* (for some reason) $2.50**

SUPERMAN BOOKS

DC COMICS Face facts: We're all just sitting in holding pattern until October's new Super-team joins up. But if you're really, really, really bored, *Adventures of Superman* #570 features a "Dear God, let's get the sales up" appearance from the JLA. *Action Comics* #757 is an "Elseworlds" rip-off where Superman lives on the (yawn) Hawkworld of Thanagar. The transparent and insulting JLA sales ploy reappears in *Superman: The Man of Steel* #92, and trouble brews in the Lois-Clark marriage in *Superman* #148. By more fill-in creators than can fill a Fortress of Solitude. **$1.99 each**



PETER PARKER #9

what I'm reading

PRO PICKS

MICHAEL TURNER
(writer and artist of *Fathom*)
"I read *Danger Girl* when it comes out, 'cause it's always a lot of fun. I like the easy-going, carefree, campy-on-purpose aspect of that book. It's the 'Austin Powers' of comic books. I also think the first issues of *Wildcats* have been very good. I love Travis Charest's art, and I'll pick up anything he does."

THOR #15

MARVEL Notice how Mjolnir, Thor's sacred war hammer, has been actin' like a rebellious teenager lately? It's probably 'cause one of Thor's oldest enemies is living *inside* the mallet! Too bad Mjolnir doesn't have a lifetime, money-back guarantee like a Craftsman hammer does. By Dan "Hammer Time" Jurgens, Lee "Nails" Weeks and Klaus "Ball–Peen" Janson. **$1.99**

THUNDERBOLTS #30

MARVEL Interoffice romances *never* work. Ever. Someone usually winds up getting fired, pictures eventually get out, and after the first four or five times, even heavy-petting moments of passion in the supply closet seem boring. So what the hell is new T-Bolts leader Hawkeye doin' lockin' lips with teammate Moonstone? Probably gunnin' for a sexual harassment suit. By Kurt Busiek, Mark Bagley and Scott Hanna. **$1.99**

TOP TEN #1

WILDSTORM/DC Boy, the mind of writer Alan Moore is a funky place. The newest corner of Moore's gray matter? The city of Neopolis. But when every stinkin' man, woman and dog in the city has superpowers, who can police the place? How 'bout 10 top cops pulled from all across time and space? Okay—and we'll call 'em the Top Ten. By Moore, Gene Ha and Zander Cannon. **$3.50**

WILDCATS #4

WILDSTORM/DC What happened between the old *WildC.A.T.s* and the new *Wildcats*? The team lost some periods, capital letters, and a member—Zealot. "But for everyone who's been waiting," says writer Scott Lobdell, "the gang's all here. We'll see the whole team finally together, in their *last* adventure together." Amid massive changes, Lobdell also promises the Zealot mystery will be revealed, along with her "almost-final fate." Hey, that's as solid as anything in comics *can* get. By Lobdell, Travis Charest and Richard Friend. **$2.50**

WOLVERINE #142

MARVEL With the X-Men disbanded (didn't we mention you should see "X-Men Books"?), ol' Canucklehead Wolverine has nothing better to do than

hang with Canadian superteam Alpha Flight, where he'll eat bacon, drink Molson's and play hockey. By Erik Larsen, Leinil Yu and Dexter Vines. And in *Wolverine/Punisher: Revelation* #4, Wolvie has to stop an underground menace before she comes topside and kills thousands. By Chris Golden, Tom Sniegoski, Pat Lee and Alvin Lee. **$1.99—#142; $2.99—*Revelation***

X-MEN BOOKS

MARVEL Whoa, Nellie! Is the dream over? X-Men founder Charles Xavier thinks so. Ol' Charlie is tired of fighting an uphill battle, and he thinks it just don't pay to even *be* X-Men any more in *Uncanny X-Men* #372. By Alan Davis, Adam Kubert and Matt Banning. Hey! The dream *is* over! Only Cyclops and Phoenix are left to pick through the ashes in *X-Men* #92. By Davis, Jeff Johnson and Cam Smith. **$1.99 each**

characterprofile

RAP SHEET

DAREDEVIL

STINKY POO Daredevil's smell is so advanced, he once deduced that the Black Widow had been injured by smelling the dried blood in her apartment. (*Daredevil* #160)

RADAR LOVE DD's radar sense is so amazing he can shoot a bullseye with a bow and arrow–and then split his arrow with another one. (*Man Without Fear* #1)

FALLOUT As a kid, Matt accidentally knocked a prostitute out a window, and later developed a split DD personality who wore his original, yellow–and–red outfit. The prostitute survived and became his foe Typhoid Mary. (*Man Without Fear* #2, *Daredevil/Deadpool '97*)

MICRO-MACHINE DD can withstand some heavy impacts since his costume is lined with micro-mesh steel fiber, courtesy of Reed Richards. (*Daredevil* vol. 2 #1)

GIVING THE FINGER Even though he's blind, Daredevil can "read" a newspaper by feeling the printed ink. Even with gloves on! (*DD* #160)

HEART TO HEART Just by listening to someone's heartbeat, DD can tell if that person's lying. Plus, he once deduced Spider-Man's secret identity by matching his heartbeat to Peter Parker. (*Peter Parker* #110)

OH GOD Daredevil's mom is actually a nun! (*DD* #229)

DEAD AGAIN After faking his own death, Matt once assumed a new identity and made a black-and-red, armored DD costume. Blecch! (*DD* #321)

LI'L DEVIL Ol' hornhead really gets around. He's done the nasty with ex-porn star Karen Page, ninja assassin Elektra, superhero Black Widow and supervillain Typhoid Mary.

BODY DOUBLE In one of comics' dumbest scenarios, Matt Murdock masqueraded as his non-existent twin brother Mike Murdock, to keep his DD identity safe from his friends. (*Daredevil* #25)

ORIGIN

Young Matt Murdock grew up in the slums of Hell's Kitchen, N.Y., with his boxer father, where he was bullied and beaten by the other boys for taking his studies seriously. When a truck carrying radioactive waste almost hit an old blind man in the street, Matt pushed him to safety but was doused in the toxic fluid. It robbed him of his eyesight but heightened his other senses and gave him a powerful radar sense. When his father was killed by mobsters, Matt avenged him and now continues to fight justice–protecting the innocent as a lawyer by day and protecting Hell's Kitchen as Daredevil by night.

NOW APPEARING

After eight issues penned by screenwriter/director Kevin Smith, look for David Mack (*Kabuki*) to begin writing with #9 this summer. Daredevil will face the mysterious Echo, a woman who's as used to fighting with a handicap as DD is–she's deaf. And Daredevil's archenemy, the Kingpin, is back. "Daredevil realizes Echo's somehow intertwined with the Kingpin's past," says Mack. "This story is as close as an origin as there ever was for the Kingpin–we go back to his childhood. There's also a new sense of heroic determination for [Matt's friend and law partner] Foggy Nelson in this series."

WIZARD PRESENTS:

ARTCONTEST

Welcome to Fantasy Island!

PRIZES

GRAND PRIZE (1): One lucky sorcerer will have his fantasy creature drawn into a future issue of *Tellos* and will win the page of original art that his fantasy creature appears on, all three issues of *Tellos* signed by Mike Wieringo and Todd Dezago, and the Dynamic Forces "Serra cover" version of issue #1.

FIRST PRIZE (4): Four dragon slayers will each win all three issues of *Tellos* signed by Wieringo and Dezago plus a copy of the Dynamic Forces "Serra cover" version of issue #1.

Okay, all you magical Merlins, get out your pencils and get ready to draw any fantasy-like creature your heart desires and your brain can imagine! You can draw elves, dragons, trolls, even unicorns! Get the idea? Now get drawing!

We'll choose the most creative and cool-looking entries as the winners. And not only will you win great prizes, you'll also see your entry in an upcoming issue of this very magazine!

Keep these things in mind as you start drawing: Submissions can be on any form of unlined paper or posterboard and can be in any medium (oils, crayon, marker, etc.). Neon inks will not print. Artwork must not be larger than 8"x 11 1/4". Do not fold, bend or roll artwork. Mail flat. Also be sure to include two photos of yourself with the entry. Each photo (no Polaroids, please) should include your full name, date of birth, telephone number and address on the back.

PRIZES SUPPLIED BY MIKE WIERINGO, TODD DEZAGO AND ALL THOSE TELLOS ELVES. (WE LOVE THOSE LI'L GUYS!)

ENTER NOW!

Fill this out, attach your entry and photos and put it all in an envelope. Send it to:

"Welcome to Fantasy Island!"
Art Contest
c/o Wizard Entertainment
P.O. Box 118
Congers, NY 10920-0118

THE WIZARD'S LAW

No purchase necessary. Contest is open to anyone except employees of Wizard Entertainment, Mike Wieringo, Todd Dezago, their immediate families and Mr. Rourke. Never trust a guy who has a midget slave. Print your name, date of birth, address, city, state, zip, e-mail address and telephone number with area code on the official entry form or a 3-inch by 5-inch index card, and attach the form or card to your entry. Enter as many times as you like. Mail each entry separately to: "Welcome to Fantasy Island!" Art Contest, c/o Wizard Entertainment, P.O. Box 118, Congers, NY 10920-0118. No mechanical reproductions of completed forms are accepted, but you can photocopy the entry form before filling it out if you don't want to mess up your magazine. All entries and all rights thereto become property of Wizard Entertainment and none will be returned. All taxes (federal, state and local, if any) will be the responsibility of the prize winners. Prizes are awarded in the names of the contest winners and are not transferable. Offer void where prohibited, regulated or restricted by law in a manner inconsistent with the purposes and rules hereof. **All entries must be received at contest headquarters by August 27, 1999.** Wizard Entertainment is not responsible for lost, late, misdirected or mutilated entries. Winners will be selected based on originality and creativity by Wizard Entertainment. Odds of winning will be determined by the number of valid entries received prior to the closing date of the contest. Winners will be notified no later than October 1, 1999. If an entrant, having been declared as a winner, does not accept the prize, or if either the prize or prize notification is undeliverable, that person is dumb, and another entry will be selected. In the event that a prize is not available or it becomes impossible for the sponsor to award the prize which has been designated, the sponsor retains the right to substitute a prize or product of equal value to the winner. Determination of whether a prize or product is of equal value is in the sole discretion of the sponsor. Winning entries will be selected on or about September 10, 1999.

For a list of winners, available after September 10, 1999, send a self-addressed, stamped envelope to: "Welcome to Fantasy Island!" Art Contest Winners List, c/o Wizard Entertainment, P.O. Box 118, Congers, NY 10920-0118.

"Welcome to Fantasy Island!" Art Contest Entry Form

CONTEST DEADLINE AUGUST 27, 1999!

Name _____ Date of Birth _____

Address _____

City _____ State _____ Zip _____

Phone Number (with area code) _____

E-mail Address _____

DID YOU ATTACH YOUR ENTRY AND PHOTOS?

COMIC MARKET NEWS AND SUCH by Lars Pearson

MARKET WATCH

THE PRICE YOU PAY

The hows and whys behind comic cover prices

It's a market factor that hits you every week, right below your belt—the money belt.

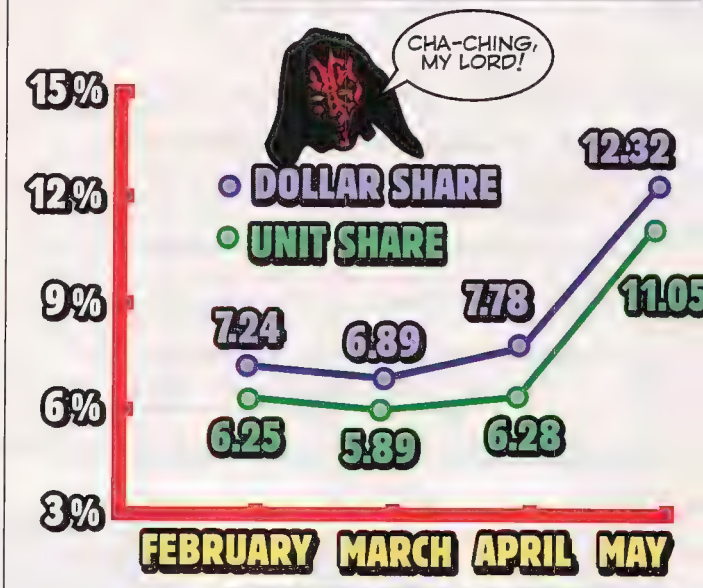
You probably don't think much about them because they're not a price-guide phenomenon. But today, cover prices of Marvel and DC books—once religiously uniform—are all over the board. Most fans have probably been confused by them at some point. But there's a method behind the madness.

One era, one price

Brace yourself. Once upon a time, retailers couldn't tell Batman from Spider-Man.

For many years, comics were sold primarily on newsstands. Distributors would simply pull various amounts of different books and send them to retailers. "They'd tie it with a string and shotgun it out to the vendor. The comics were all the same price, interchangeable," says Bob Wayne, vice president of direct sales for DC.

Tracking a specific title's sales in this olden day was a voodoo science. But in today's market, driven by comic specialty shops, companies know a title's sales and price it accordingly. The general rule: The better a title sells, the lower the price, as a publisher makes more on higher-selling titles.



DEATH STAR RISING Six "Star Wars: Episode I–The Phantom Menace" titles almost doubled Dark Horse's typical market share for May.

(Source: Diamond Comic Distribution; comic and magazine shares.)

MONEY MATTERS *JLA: Year One* paperback? A bargain! *Titans*? Not!

Formats and fragments

Then things got confusing. Comics of differing formats emerged. Audiences fragmented into clusters. One readership might pay for Vertigo books, but ignore other titles. That means pricing new books today is a crapshoot. "I will readily concede that it is nearly impossible for outsiders to figure out what pattern we're using in making our decisions. And sometimes, we may not have made the right decision," Wayne says. One such confusing instance? DC's new *Titans* ongoing. The previous *Teen Titans* title floundered and lasted a mere 24 issues. So DC priced *Titans* high at $2.50, yet it's been a strong seller.

By comparison, Marvel usually publishes at a consistent $1.99. But certain policies throw the curve off. The Marvel Knights books are priced higher at $2.50, because editors Joe Quesada and Jimmy Palmiotti wanted an upgraded format. "The creative team wanted to achieve a very polished, cool look for the fans," says Matt Ragone, Marvel's vice president of marketing.

At the same time, Marvel habitually bumps the price on limited series. That's why *Inhumans*, a 12-issue Knights mini-series, costs more than *Black Panther*, which it con-

sistently outsells. Marvel is simpler, but hardly uniform.

Paperback profits

DC is more costly on regular issues, but much cheaper on trade paperbacks, typically pricing well below a series' original cost. For example, the original *JLA: Year One* mini-series retailed at $26, but the TPB only goes for $20.

By comparison, Marvel's recent *Daredevil* paperback, reprinting *Daredevil* (vol. 2) #1-#3, scorched customers at $10. The originals retailed for only $7.50.

Why the difference? In a nutshell, DC massively overprints its collected editions, generating overstock. The higher print run drops DC's per-item cost. Quick profits are near-impossible, but DC takes the long view and relies on long-term sales to make coin.

But Marvel's needs demand an *immediate* return on collected editions. Marvel often prints exactly to order, so the per-item cost is higher. Thus, the cover prices on Marvel TPBs often exceed that of the originals.

DEVILISH! The *Daredevil* paperback price is a sin.

Can we afford it?

Face it: Comics are not cheap anymore. Once, readers dreamed of collecting every DC and Marvel title. But as titles multiplied and prices rose, those days passed away.

"It's a hobby of hard choices," says Wayne. "Many people don't feel they can afford everything. I think it's easy for kids to collect comics now, but they *have* to define what they intend to collect."

That seems like a challenge, but readers today are more market-savvy than ever. "Kids look at value in deciding if they can 'afford' something,"

TOP 10 CREATORS

FAN FAVORITES POKÉMON STYLE!

These are the Pokémon the fans crave. Pocket monsters whose name on a cover sells the book. *Wizard's* Top Ten Creators lists are derived from a nationwide retailer survey. Artists include pencilers and painters.

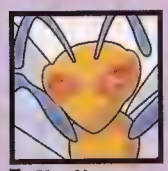
WRITERS

1. Kevin Smith
Daredevil, Clerks

2. Kurt Busiek
Avengers, Iron Man

3. Mark Waid
Captain America, Flash

4. Garth Ennis
Preacher, Hitman



5. Alan Moore
America's Best Comics

6. Alan Davis
X-Men, Uncanny X-Men

7. Grant Morrison
JLA, The Invisibles

8. Dan Jurgens
Thor, Superman

9. Paul Jenkins
Inhumans, Spawn: Undead

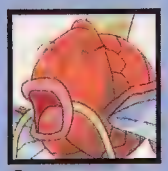
10. Joe Kelly
Deadpool, upcoming: Steam Punk

ARTISTS

1. Alex Ross
Earth X

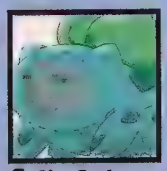
2. Joe Madureira
Battle Chasers

3. Michael Turner
Fathom



4. Adam Kubert
Uncanny X-Men

5. George Pérez
Avengers



6. Alan Davis
X-Men

7. Joe Quesada
Daredevil

8. Jae Lee
Inhumans

9. Carlos Pacheco
Avengers Forever

10. Joseph Michael Linsner
Dawn: Return of the Goddess

BURIED TREASURE

KEEP AN EYE OUT FOR THIS

STAR WARS #1

If you don't already have enough "Star Wars" stuff in your collection, try *Star Wars* #1 from the new ongoing Dark Horse series. The key here? It's still dirt cheap, *and* the first appearance of Jedi Knight Ki-Adi-Mundi.

Hello! Much to everyone's surprise, Ki-Adi-Mundi was not just a throwaway comic character–he's in the "Episode 1–The Phantom Menace" movie, meaning he'll have lasting import. And the comic's initial storyarc has stronger ties to the movie than anyone expected, meaning any Star Wars geek worth his lightsaber will want a copy. So down with the Empire! Up with *Star Wars* #1! ■ LP

PHOTOS: BUSIEK, KELLY, SMITH, KUBERT, MADUREIRA, ROSS, TURNER, WAID, QUESADA, LINSNER BY PAUL SCHRADE; MORRISON BY BOB MARTIN; PÉREZ BY BOB SMITH; JURGENS, LEE, DAVIS BY WIZARD; JENKINS BY DEREK DRUCKER; MOORE BY BOB MARTIN; PACHECO COURTESY PACHECO; ENNIS COURTESY DC COMICS

Ragone says. "Fans understand more about the creative process and the manufacturing differences."

In short, the task is yours, fanboy. You've got more choice than ever, but they're tougher choices than ever. Make the right ones for you.

NIGHTWING FLIES HIGH

Yes, we've mentioned it before, but keep your eye on Nightwing, a.k.a. Dick Grayson, a.k.a. the former Robin. There's already one Nightwing trade paperback out, reprinting issues #1-#8, and the upcoming *Nightwing: Rough Justice* TPB hits stands in July. But none of these reprints have slowed demand for *Nightwing* originals, proof of the character's popularity.

In fact, DC's Nightwing Medium Statue, priced at $80, sold through at 2,500 pieces—further proof that the title's going strong. If you must pick a Bat-title to go up in price, this is a good bet to take wing.

EYE SPY Spy fans and leather fetishists love *Black Widow*.

FEEL THE WIDOW'S BITE!

And speaking of Graysons, don't miss *Black Widow* from Marvel Knights, written by Devin Grayson ("Batman: No Man's Land") with art from J.G. Jones. *Black Widow* #1 was a top attention-getter at April's Pittsburgh Comicon, where the Dynamic Forces variant cover debuted and sold briskly at $6.

Factoring in reorders, *Black Widow* #1 sold 90,000 copies. A second printing would likely have done well, but Marvel opted not to do one—which will help back-market demand.

And Marvel Knights is planning a second *Black Widow* mini-series, hopefully reuniting the creative team of Grayson and Jones, which could fuel interest in the current mini. At only $3-$4 a pop, it's well worth your time today—and could be worth more later.

Wizard Price Guide Manager Lars Pearson is definitely worth $3-$4 a pop, but we're not saying what a "pop" is in this instance.

RETAILER NETWORK & V.I.P.s

RELIABLE SOURCES

Bruno Andreacchi
B.A.'s Comics & Nostalgia
121 Oxford St. East London
Ontario, Canada N6A 1T4
(519) 439-9636

Chris Barchuk
Wizard World
Rockland Center
51 E. Rt. 59
Nanuet, NY 10954
(914) 624-2224

Dave Braunstein
Eldorado Comics
2110 E. Rt. 70
Cherry Hill, NJ 08034
(609) 489-1199

Rich Conley
Heroes & Fantasies
914 Pat Brooker Road
Universal City, TX 78148
(210) 945-9884

D. Roberts & J. Walker
Legends Comics
Kentucky Oaks Mall
5101 Hinkleville Rd.
Paducah, KY 42001
(612) 822-2806

Dash Hobbeheydar &
Mark Laskowski
And Then it Rained Comics
P.O. Box 11041
Scottsdale, AZ 85271
(602) 990-9224

Steve Huber
Galaxy Comics
10 North 36th Street
Richmond, IN 47374
(765) 962-8239

Brian Kozicki & John Cathell
Buried Under Comics
188 West Middle Turnpike
Manchester, CT 06040
(860) 643-7295

Ivan Matos
Comic Connection
2128-C Fort Campbell Blvd.
Clarksville, TN 37042
(615) 572-9588

Ron McClure
American Comics and Cards
6787 Lee Highway
Chattanooga, TN 37421
(423) 490-0501

Avrom Oliver
Adventures in Comics & Games
6026 Fair Oaks Blvd.
Carmichael, CA 95608
(916) 973-9064

Jerry Ringi
Amazing Fantasy
4300 Portsmouth Blvd.
Suite 192
Chesapeake, VA 23321
(757) 465-8390

Tom Shea
TJ Collectibles
160 Main St.
Milford, MA 01757
(508) 473-5874

Steve Snyder
Central City Comics
1460 Bethel Rd.
Columbus, OH 43220
(614) 459-5045

Joel Thingvall
Nostalgia Zone
3149 1/2 Hennepin Ave. S.
Minneapolis, MN 55408
(612) 822-2806

Doug Miers
Comics Conspiracy
115 A. East Fremont Ave.
Sunnyville, CA 94087
(408) 245-6275

Stuart Wagner
Caveman
1344 E. Battlefield
Springfield, MO 65804
(417) 882-2283

Robert Scott
Comickaze Comics
& Sportscards
5615 Balboa Ave.
San Diego, CA 92111
(619) 278-0371

Nolan Wyatt
Golden Apple Comics
7711 Melrose
Los Angeles, CA 90046
(213) 658-6047

Todd McDevitt
New Dimension Comics
Units 20-21
20550 Rte. 19
Cranberry Township, PA
16066-7520
(412) 776-0433

Phil Davis
B & D Comic Shop
802 Elm St. South West
Roanoke, VA 24016
(703) 342-6642

Damon McCulloch
Comics & Comix
6135 Sunrise Blvd.
Citrus Heights, CA 95610
(916) 969-0717

Robert Letscher II
Key Comics
PO Box 3855
Scottsdale, AZ 85271-3855
(602) 949-8499

John Chruscinski &
Bruce Ellsworth
Tropic Comics
313 S. State Rd. #7
Plantation, FL 33317

James Elkins
Comic Connection
21280 Ft. Campbell Blvd.
Clarksville, TN 37042
(615) 572-9588

David Beauchamp
Penguin Comics
3315 S. Welwood
Springfield, MO 65804
(417) 551-2051

John Graziano
Comics Plus
1383 Highway 35
Middletown, NJ 07748
(908) 706-0102

Mark Thompson
Cold Cuts
5704 Calmor Ave. #1
San Jose, CA 95123
(408) 229-0930

Jamie Graham
5 East Chicago Ave.
Naperville, IL 60540
(630) 778-0700

Mike Johnson
Golden Apple
7711 Melrose Ave.
Los Angeles, CA 90046

Brian Johnson
All About Books & Comics
517 E. Camelback
Phoenix, AZ 85012
(602) 277-0757

RETAILER NETWORK A-1 Book Exchange in St. Louis, Mo.; Back to the Past in Livonia, Mi.; Bali Book Store in Alphambra, Calif.; Beyond Comics in Medford, Ore.; Bob's Cards and Comics in Buzzard's Bay, Mass.; Book Barn inJoplin, Mo.; Book Trader in Minot, N.D.; Bookman's Used Books in Flagstaff, Ariz.; C & C Cards & Comics in St. Albans, W. Va.; California Card Company in Elk Grove, Calif.; Cards Coins & Comics in Davenport, Iowa; Clark's Comics in Hong Kong; Classic Comics in Philadelphia, Pa.; Classic Comics #2 in Philadelphia, Pa.; Collection Connection in Greensboro, N.C., Collector's World in Anderson, In; Comic Archives in Apple Valley, Minn.; Comic Case in Trenton, N.J.; Comic Collector in Riverside, Ill.; Comic Den in Kew Gardens, N.Y.; Comic Encounters in Terrence, British Columbia, Canada; Comic World in Lincoln, Nev.; Comics, Cards and Stuff in Ft. Myers, Fla.; Comics & Cards Trading Post in Montgomery, Ala.; Comics Direct in Niceville, Fla.; Comics Galaxy in Singapore; Comics Plus in Los Banos, Calif.; Comics Plus in Middletown, N.J.; Comics Plus in Ocean, N.J.; Comics Plus in Wanamassa, N.J.; Comics Unlimited in North Bend, Ore.; Comix & More in Chino, Calif.; Dizzy's Dugout in Collinsville, Ill.; Duncanville Bookstore in Duncanville, Texas; E + C Books in Alliance, Ohio; Emerald City Comics and Collectibles in Seminole, Fla.; Excalibur C's., CD's. & G's. in Texarkana, Texas; Fandom's Comic World of Reno in Reno, Nev.; Fun House Toys & Comics in Orleans, Mass.; Golden Empire Bookstore in Bakersfield, Ohio; Golden Unicorn Comics in Hazleton, Pa.; Gypsy Witch Comics in Staunton, Va.; Heroes and Dragons in Columbia, S.C.; Heroes & Fantasies in San Antonio, Texas; Hot Comics East in St. Paul, Minn.; Hudmar Ltd. in Marlboro, Mass.; Independent Comics in Gainesville, Fla.; J & E Cards & Comics Ltd. in Baltimore, Md.; Key Comics in Scottsdale, Ariz.; Kim's Collectible Comics in Seabrook, Md.; Lionheart in Ranchos Palos Verdes, Calif.; Locker Room in East Liverpool, Ohio; Mac's Cards in Vernon, Conn.; Marie's Books & Things in Fredericksburg, Va.; Mr. Green's Comics in Dublin, Calif.; New Age Comics in Chico, Calif.; New Time Machine in Bradentown, Fla.; Night Flight in Salt Lake City, Utah; Nostalgia Zone in Minneapolis, Minn.; 1,000,000 Comix of Idaho in Boise, Idaho; Plus Comics in Roanoke, Va.; Rangeline Comics in Indianapolis, Ind.; Rhino Supreme Comics & Cards in Ridgefield Park, N.J.; Rockabilly Comics in Beverly Hills, Calif.; Rockbottom Comics in Columbia, Mo.; Seventh Star Comics & Gifts in Florence, S.C.; Showcase Collectibles in Alpharetta, Ga.; Showcase Comics & Cards in Selden, N.Y.; Southwest Comics in Del Rio, Texas; TJ Collectibles in Milford, Mass.; Taurus Comics in Port Huron, Mich.; The Card Connection in Columbus, Ohio; The Clubhouse in Encinitas, Calif.; The Comic Shop in Oswego, N.Y.; The Drawing Board in North Plainfield, N.J.; The Gamer's Den in Washington, Mo.; The Main Event in Casa Grande, Ariz.; TNT's Comic Market in Lawrence, Kan.; Twin Book Stores in Morehead City, N.C.; Warren's Bookstore in Lecanto, Fla.; Wilson's Comics & Cards in San Antonio, Texas; Wonder CD's + C's in Montpelier, Vt.; Wonder Years in Alpharetta, Ga.; Woodland Comics & Cards in Woodland, Calif.

TOP 10 comics

***Wizard*, by staying in touch with hundreds of retailers throughout the country, keeps a close eye on the country's hottest back issues. These are the books ringing the registers this month...**

1 POKÉMON: THE ELECTRIC TALE OF PIKACHU #1

WRITER: Toshihiro Ono
ARTIST: Toshihiro Ono

News flash, in case you've been living under a rock: Pokémon is big. Real big. Cute, pudgy Pikachu and his poké-pals are all the rage, and this first-ever *Pokémon* comic is the geeky Holy Grail. Heck, Pokémon might even be bigger than the Beatles. And the only thing that derailed the Beatles' success was Yoko Ono, when she started dating John Lennon. So unless writer/artist Toshihiro Ono–Yoko's evil cousin–starts dating Pikachu, the crazy Pokémon phenomenon should be okay. **LAST MONTH: 1**

2 WHAT IF...? (VOL 2) #105

WRITERS: Tom DeFalco and Ron Frenz
ARTISTS: Ron Frenz and Bill Sienkiewicz

What If...? #105 contains the first appearance of the now-sizzlin'-hot Spider-Girl. But what happens when young May Parker grows up? Can she become Spider-*Woman*? Doesn't Marvel already have a Spider-Woman? Or four? We can see it now: Mass confusion, plagues of frogs and a stampede of critters pouring out of Alan Moore's beard. If ya wanna prevent catastrophe, better dump your copy of *What If...?* #105 now–before it's too late. **LAST MONTH: 2**

3 EARTH X #1

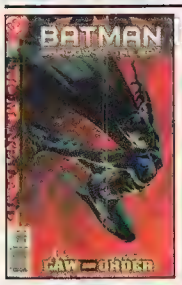
WRITERS: Jim Krueger and Alex Ross
ARTISTS: John Paul Leon and Bill Reinhold

We've said it 53 kajillion times already, now we'll say it again: Alex Ross is boffo box office. Every time he shows up, fans show up. And even though Ross is only doing covers and co-writing *Earth X*, it's still sellin' like hotcakes. Know why? 'Cause it's damn good stuff, buckaroo. **LAST MONTH: NOT RATED (N.R.)**

4 UNDERTAKER #1

WRITER: Beau Smith
ARTISTS: Manny Clark and Sandu Florea

Beau Smith, a former Golden Gloves boxer, is the toughest man in comics. Manny Clark bites the caps off of beer bottles just for fun. And "Sandu Florea" is actually Spanish for "illegal choke hold." Think these guys know ass-kickin', body-slammin', pro-rasslin' action? Can I get a "Hell yeah!"? **LAST MONTH: 3**



5 BATMAN: S.O.T.B. #83

WRITER: Bob Gale
ARTISTS: Alex Maleev and Wayne Faucher

Comic-writer-come-lately Bob Gale is also the "Back to the Future" movie writer. We hear his next screen epic will be "Bat to the Future," wherein Batman (this time *without* an erect-nipple costume) takes on the evil Biff! Woo-hoo! Count us in, save us some aisle seats and pass the popcorn! **LAST MONTH: 4**

6 MUTANT X #1

WRITER: Howard Mackie
ARTISTS: Tom Raney and Andrew Pepoy

First, *Earth X*. Now, *Mutant X*, the tale of X-member Havok trapped in a crazy alternate reality where Cheez Doodles taste like broccoli and Marvel actually makes money. Both have an "X" in the title. Both are hits. Ya think maybe Marvel might start doing *more* books with an "X" in 'em? Or better yet: *Mutant Earth X* #1? **LAST MONTH: N.R.**

7 TOM STRONG #1

WRITER: Alan Moore
ARTISTS: Chris Sprouse and Alan Gordon

Tom Strong is a wonderful, magical tale about a super-strong hero who's a delight for the senses and fun for the whole family. Writer Alan Moore is a practicing magician who can probably turn us all into toads. So we sincerely apologize for that beard remark we made above. **LAST MONTH: N.R.**

8 DAWN: RETURN OF THE GODDESS #1

WRITER: Joseph Michael Linsner
ARTIST: Joseph Michael Linsner

Rare! Rare indeed it is to glimpse one so beautiful as Dawn! And rare indeed it is to catch the artistic stylings of J.M. Linsner, esq. See, Linsner works very slowly, carefully and painstakingly. Every time he does a book, it's an event. And it's usually in "Top 10 Comics." **LAST MONTH: N.R.**

9 BLACK WIDOW #1

WRITER: Devin Grayson
ARTIST: J.G. Jones

Three things about comics to love: 1) A tight story packed with espionage and dripping with intrigue. 2) Kick-yo-ass, fast-action, photo-realistic art by J.G. Jones. 3) Not one, but TWO chicks in skintight black leather. Hey! Looks like this book's a winner on all three o' them fronts! **LAST MONTH: N.R.**

10 ARIA #1

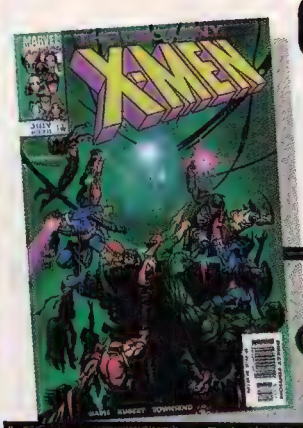
WRITER: Brian Holguin
ARTIST: Jay Anacleto

And speaking of photo-realistic art, it don't get much better than the purty pictures drawn by Mr. Jay Anacleto. When Anacleto touches his pencil to paper, figures spring to life, backgrounds are rich and full, and every woman's bosom is...well, also rich and full. Hey, what's not to like? **LAST MONTH: N.R.**

THE HIGHEST-ORDERED BOOKS FOR THE MONTH OF **MAY**

TOP100

Compiled by the *Wizard* Price Guide staff using data supplied by Diamond Comic Distributors.



Galactus shows up lookin' to eat the Skrull homeworld (again) in *Uncanny* #370.

1. Uncanny X-Men #370 (Marvel)
2. X-Men #90 (Marvel)
3. Spawn #86 (Todd McFarlane/Image)
4. Star Wars: Episode I—The Phantom Menace #1 (D.H.)
5. JLA #31 (DC)
6. Avengers #18 (Marvel)
7. Wolverine #140 (Marvel)
8. Earth X #4 (Marvel)
9. Star Wars: Episode I—The Phantom Menace #2 (D.H.)
10. Star Wars: Episode I—The Phantom Menace #3 (D.H.)
11. Star Wars: Episode I—The Phantom Menace #4 (D.H.)
12. Daredevil #9 (Marvel)
13. Spawn: The Dark Ages #3 (Todd McFarlane/Image)
14. Spawn Annual #1 (Todd McFarlane/Image)
15. Amazing Spider-Man #7 (Marvel)
16. Magneto Rex #3 (Marvel)
17. Star Wars: The Phantom Menace—Anakin Skywalker (D.H.)
18. Star Wars: The Phantom Menace—Obi-Wan Kenobi (D.H.)
19. Fantastic Four #19 (Marvel)
20. Spider-Woman #1 (Marvel)
21. Thor #13 (Marvel)
22. Peter Parker: Spider-Man #7 (Marvel)
23. Captain America #19 (Marvel)
24. Wolverine/Punisher: Revelation #2 (Marvel)
25. Avengers Forever #8 (Marvel)
26. Avengers 1999 (Marvel)
27. Wildcats #3 (WildStorm/DC)
28. Iron Man #18 (Marvel)
29. Mutant X #10 (Marvel)
30. Witchblade #32 (Top Cow/Image)
31. Gambit #6 (Marvel)
32. Incredible Hulk vs. Superman (Marvel)
33. Hulk #4 (Marvel)
34. Aria #5 (Avalon Studios/Image)
35. Crimson #11 (WildStorm/DC)
36. Darkness #24 (Top Cow/Image)
37. Batman #567 (DC)
38. Black Widow #2 (Marvel)
39. Spider-Man: Chapter One #9 (Marvel)
40. Detective Comics #734 (DC)
41. Generation X #53 (Marvel)
42. X-Force #92 (Marvel)
43. Inhumans #9 (Marvel)
44. Green Lantern #114 (DC)
45. Titans #5 (DC)
46. Thunderbolts #28 (Marvel)
47. Cable #69 (Marvel)
48. Spider-Girl #10 (Marvel)
49. X-Man #53 (Marvel)
50. Batman: Shadow of the Bat #87 (DC)
51. Nightwing #33 (DC)
52. Batman: Legends of the Dark Knight #119 (DC)
53. Tom Strong #2 (WildStorm/DC)
54. Buffy the Vampire Slayer: Angel #1 (Dark Horse)
55. Buffy the Vampire Slayer #9 (Dark Horse)
56. Flash #150 (DC)
57. Preacher #51 (Vertigo/DC)
58. Superman #146 (DC)
59. KISS: The Psycho Circus #20 (Todd McFarlane/Image)
60. Action Comics #755 (DC)
61. Batman & Superman: World's Finest #4 (DC)
62. Adventures of Superman #569 (DC)
63. Superman: The Man of Steel #90 (DC)
64. League of Extraordinary Gentlemen #4 (WildStorm/DC)
65. Young Justice #10 (DC)
66. Black Panther #9 (Marvel)
67. Darkchylde: The Legacy #4 (WildStorm/DC)
68. Star Wars: Vader's Quest #4 (Dark Horse)
69. Deadpool #30 (Marvel)
70. Star Wars #6 (Dark Horse)
71. Gen^{13} #41 (WildStorm/DC)
72. Hellhole #1 (Top Cow/Image)
73. Pokémon: Pikachu Shocks Back #3 (Viz)
74. Tellos #1 (Image)
75. Robin #66 (DC)
76. Planetary #4 (WildStorm/DC)
77. Captain America: Sentinel of Liberty #11 (Marvel)
78. Darkminds #1/2 (Image)
79. Authority #3 (WildStorm/DC)
80. Batman Chronicles #17 (DC)
81. Young Justice in No Man's Land #1 (DC)
82. Ascension #16 (Top Cow/Image)
83. Catwoman #70 (DC)
84. A-Next #10 (Marvel)
85. Stars and S.T.R.I.P.E. #0 (DC)
86. Team Superman #1 (DC)
87. Nova #3 (Marvel)
88. Webspinners: Tales of Spider-Man #7 (Marvel)
89. Lady Pendragon/More than Mortal #1 (Image)
90. Supergirl #34 (DC)
91. Lady Pendragon: Dragon Blade #2 (Image)
92. Supreme: The Return #1 (Awesome)
93. The Tenth: Black Embrace #4 (Image)
94. Spirit of the Tao #10 (Top Cow/Image)
95. Superboy #64 (DC)
96. Lady Death: The Rapture #1 (Chaos!)
97. J2 #10 (Marvel)
98. Martian Manhunter #8 (DC)
99. Azrael: Agent of the Bat #54 (DC)
100. Superman: The Odyssey (DC)

TOP 100 HIGHLIGHTS

THE UNSTOPPABLE FORCE

"Star Wars: Episode I" titles (Nos. 4, 9-11, 17-18)

Good to be Dark Horse this month, eh? The publisher loaded up the "Episode I" bandwagon and rode it to huge sales. Initial direct-market orders for six "Episode I" issues (a mini-series and two one-shots) weighed in at 478,000 copies. And the *Phantom Menace* trade paperback has already been released to fashionable bookstores near you to the tune of 100,000 copies. The Force was definitely with the Horse this month.

Incredible Hulk vs. Superman (No. 32)

Rrragggh! Puny human weary of intercompany crossover! Maybe the concept has gotten pretty damn tired, but in this instance, fans voted big for *Incredible Hulk vs. Superman.* Marvel pushed the book heavily, and the retro-styled pencils of Steve Rude fit the classic feel of this story from Big Blue and Big Greenie's early days.

Aria #5 (No. 34)

Hello, girlfriend! The good news: *Aria* posted another sales gain for its *fifth* issue–a point where most books decline. The bad news: There isn't a hope in hell this delay-plagued book is shipping on time, which could hurt *Aria* sales in the long term.

League of Extraordinary Gentlemen #4 (No. 64)

These gentlemen are indeed extraordinary! Mr. Hyde has incredible strength. The Invisible Man...uh...is invisible. And writer Alan Moore defies gravity. Even though *LoEG* #4 was canceled and resolicited due to lateness, the fervor for Moore-penned tales continues to grow. Sales increased *25 percent* for #4, even though chronic lateness is usually a sure sign of sales doom.

Pokémon: Pikachu Shocks Back #3 (No. 73)

Like a salmon swimming upstream to spawn, cute li'l Pikachu's sales are multiplying. *Pikachu Shocks Back* #1 debuted in "Top 100" at No. 96. Issue #2 was up to No. 85. This month, *Pokémon* posts *another* sales gain–a healthy 20 percent!–to cement itself at No. 73. And we bet next month, it'll go even higher.

Tellos #1 (No. 74)

Tellos. Precious few people can tell you what it's about, but hey–if it looks like *Battle Chasers*, maybe it's worth a try! *Tellos* comes swimming through the fantasy-oriented wake left by the chronically late *Battle Chasers*, but co-creators Todd Dezago and Mike Wieringo (*Sensational Spider-Man*) have a much better track record for delivering the goods. For a book with no title recognition, this is a good debut. *Tellos* is definitely a title to watch.

CLOSE-UP LOOK

Break it on down now! Here's a look at the top-selling books in a couple categories, with their overall Diamond Comic Distributors "Top 300" rankings in parentheses.

'FORCE'D ENTRY In a month where everything came up Star Wars, *Phantom Menace* was the top debut.

TOP 10 NO. 1s

1. Star Wars: Episode I—The Phantom Menace #1 (Dark Horse, No. 4)
2. Spawn Annual #1 (Todd McFarlane/Image, No. 14)
3. Spider-Woman #1 (Marvel, No. 20)
4. Buffy the Vampire Slayer: Angel #1 (Dark Horse, No. 54)
5. Hellhole #1 (Top Cow/Image, No. 72)
6. Tellos #1 (Image, No. 74)
7. Young Justice in No Man's Land #1 (DC, No. 81)
8. Team Superman #1 (DC, No. 86)
9. Lady Pendragon/More Than Mortal #1 (Image, No. 89)
10. Supreme: The Return #1 (Awesome, No. 92)

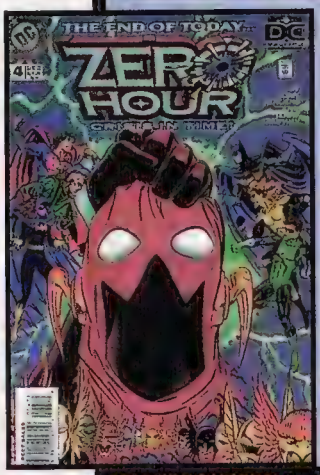
TOP BOOKS BY PUBLISHER

1. MARVEL: Uncanny X-Men #370 (No. 1)
2. IMAGE: Spawn #86 (No. 3)
3. DARK HORSE: S.W.: Episode I—The Phantom Menace #1 (No. 4)
4. DC: JLA #31 (No. 5)
5. VIZ: Pokémon: Pikachu Shocks Back #3 (No. 73)
6. AWESOME: Supreme: The Return #1 (No. 92)
7. CHAOS!: Lady Death: The Rapture #1 (No. 96)
8. ONI PRESS: Oni Double Feature #11 (No. 111)
9. MIXX: Sailor Moon #8 (No. 117)
10. HARRIS: Vampirella: World's End #3 (No. 121)

LOOKING BACK

What topped the charts FIVE YEARS AGO?

1. Spawn #23 (Todd McFarlane/Image)
2. X-Men #36 (Marvel)
3. Uncanny X-Men #316 (Marvel)
4. WetWorks #1 (Image)
5. Wolverine #85 (Marvel)
6. Zero Hour: Crisis in Time #0 (DC)
7. Zero Hour: Crisis in Time #4 (DC)
8. Zero Hour: Crisis in Time #3 (DC)
9. Zero Hour: Crisis in Time #1 (DC)
10. Zero Hour: Crisis in Time #2 (DC)



ZERO-SUM EQUATION *Zero Hour*, like communism, might have been a good idea on paper. But it didn't work in practice.

In the day and age of the big-hype event, DC Comics launched *Zero Hour*, a mini-series which counted *down* from #4 to #0. It was supposed to "fix" continuity problems created by *Crisis on Infinite Earths.* Trust us, it didn't. Beyond irreparably damaging Hawkman and the Legion of Super-Heroes, it did very little else. That's why it's available for a song at a comic shop near you. And the song needn't even be that good. Maybe "Closing Time."

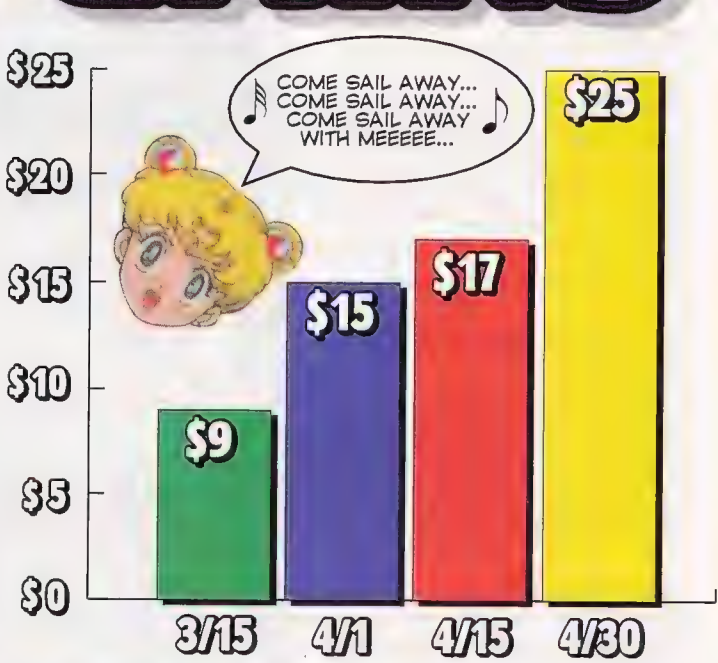
INTERNET REPORT FOR COMPUTER GEEKS EVERYWHERE! by Lars Pearson

'NET GAINS

SAILOR MOON RISING

Sleeper comic rides the hot anime trend

Sail away, indeed! Until *Pokémon*, comicdom's awareness of anime-based comics was rather scattershot, and *Sailor Moon*'s publisher, Mixx, is little-known among hardcore superhero fans. So sales of early *Sailor Moon* issues were light, though a *Sailor Moon* San Diego ComiCon #1 started the ball rolling. But as the Sailor Moon cartoon succeeded, more people want the comic—and they're rare. Prices have tripled in recent months and will likely keep sailing.

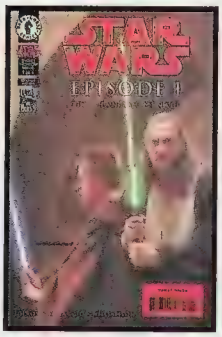


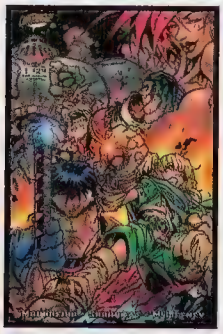
SAILOR MOON #1 San Diego version; Source: eBay.com

ups & downs

GOING UP

Spider-Girl #1 outdoes many recent new launches at $8 to $15 a copy, and her coveted first appearance in *What If...* (vol. 2) #105 snags a solid $25 a pop. Also watch *Star Wars: Episode I* #1, as the specialty shop-only, comic-art-cover version and the wide-release, photo-cover version sold on the newsstand already grab more than the cover price.





GOING DOWN

Battle Chasers' erratic publishing schedule has hit the Cliffhanger book's collectible value hard; the #1 chromium version–once hefting a proud $100 tag–mostly ranges from $31 to $40 online. Meanwhile, you can track down a copy of *Witchblade* #1 for $20 just about any day–a big loss for Top Cow's top heroine, who used to go for around $40.

ASSORTED CRAP REPORT

MERCH MADNESS

STATUES, ETC.

Ahhh, statues. They might not make you money, but they rarely *lose* value. But realize the statue itself isn't all that matters; certainly with the Hunter Rose Grendel Statue, the box is key. A first-run Grendel Statue with blue box nets about $300, while a second-edition red box gets $200 or probably less. The coveted and limited Grendel Bronze Statue, however, sold online in May for a crisp $1,000 amid heavy bidding.

POSTERS

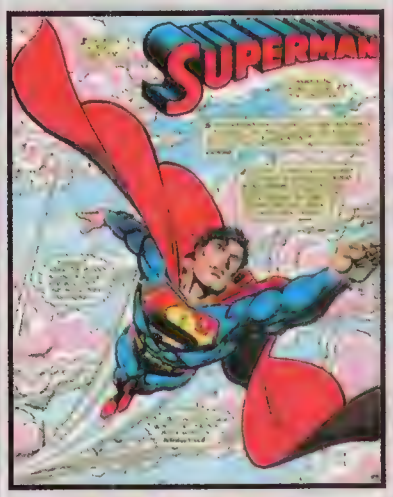
Alex Ross. There is no doubt that he's the king of posters right now, as everyone's scrambling to find his out-of-print works, especially those from the groundbreaking DC series *Kingdom Come*. A *Kingdom*

MERCHcont.

Come retailer promotional poster of the heroes flying, considered the rarest of the Kingdom Come batch, will easily net you $50 to $65.00. There was one case on eBay.com where someone paid $340 for one, but that could be an isolated case. (Or perhaps not–there must have been *two* people bidding it up to $340. Chew on that, fanboy.)

FRAME JOBS

With original art, you have to remember the prominence, or shall we say, the weight of the character shown is everything. Hence, the original page from *Action Comics* #644, a strong shot of Superman flying toward Smallville, raked $371.00 on eBay.com. It doesn't hurt that everything artist George Pérez (*Avengers*) touches turns to gold, but the page would have sold well anyway. Even page 1 from *Green Lantern* (vol. 1) #96 had an *upside-down*, full-body shot of the late GL Katma Tui and sold for $124.45.



GOOD AS GOLD

Hot and cold–that's how the Golden Age market can run when it comes to online trading, though it's a market that's getting stronger. Some GA sellers shy away from online sales, since there are many specialist retailers that can help you unload such rare pieces. And don't forget events like Southeby's or Christie's auction venues, where one could rake in boku bucks for GA items. Still, GA online presence is growing, and a Very Fine copy of *Detective Comics* #36 raked up $945 on eBay.com. After Batman books, among the most popular Golden Age books (strangely enough) was *Roy Rogers* #1–a high $208.50 in Very Good condition. Makes us wanna go grab a roast beef sammich! ■ LP

MAKING SENSE OF IT ALL

HOW TO USE THE PRICE GUIDE

The **WIZARD** Guide contains the most accurate and up-to-the-minute comic book prices possible. Keep in mind that the Price Guide is only a guide; prices may vary depending on the local availability and popularity of a title.

IT'S EASY... The price guide is arranged alphabetically by title. Listings for trade paperbacks, annuals, one-shots and graphic novels are found after the regular listing for a title, and are likewise listed alphabetically. When a title has been used several times for different series, like *Legion of Super-Heroes* or even *Fantastic Four*, we list all series under that title chronologically.

You'll notice some book listings have color bars. Red means it's risen in value; blue, fallen in value; green, new issues and/or title listings; and yellow indicates heavy market trading activity, yet no change in value since last issue.

ALPHABETICAL ARRANGEMENT

After skipping articles "A," "An," and "The" at the beginning of a title, alphabetization is word by word, not letter by letter. Ex: "The Amazing Spider-Man" is listed under "Amazing," but "Batman: Sword of Azrael" comes before "Batman: The Animated Movie" because we include the article "The" when it's an interior part of the title. All titles starting with the word "Star," including "Star Wars," come before titles such as "Stardust" and "Starman." Abbreviations such as "Dr." are listed before titles like "Dragon" but after titles starting with "Doctor." Numeric titles such as "2099 A.D." will be mixed in alphabetically as if the numeral were spelled out as "Two thousand ninety-nine."

SECRET DECODER RING

REFERENCES

❶ .....First Appearance of
anniv.....Anniversary issue
A .....Appearance
B .....Begin stories with
C .....Cameo that pre-dates ❶
cvr.....Cover
D .....Death/Destruction of
GN.....Graphic Novel
HC.....Hardcover
IR .....Identity revealed
J .....Joins
L .....Last story with
M.....Married
O .....Origin
p .....part #
PF .....Prestige Format
Q .....Quits
R .....Return of
SC .....Softcover
sz .....Size
TPB.....Trade Paperback
w/.....With
w/o.....Without

MAKING THE GRADE

All prices listed in this guide are for Near Mint (NM) condition. When your comic isn't Near Mint, you can compute the price based on the percentages shown below. Keep in mind that everyone grades condition differently and many things factor into grading a comic: age, supply and demand for the various grades, retailer location, local availability, current popularity, and its specific condition. It might help if you grade comics on a 10-point scale, with 10 being perfect and 1 being crappy.

MINT (M): An almost perfect 9.8 to 10 on a 10-point scale! To be Mint, a comic must appear like the day it was printed–no nicks, dings or creases. No tears or shreds on corners, colors are crystal clear, cover gloss is still there and the staples are perfect. Many new comics fall short of Mint standards. Mint comics fetch 125-150% of price listed. Comics after 1970 in Mint should be priced at the Near Mint price, since Mint copies are not unusual for comics after 1970.

NEAR MINT (NM): A 9 on a 10-point scale. The book might appear to be Mint, but upon inspection, tiny flaws are seen. The gloss and color are outstanding. **ALL PRICES IN THIS GUIDE ARE FOR NM COPIES, WHICH ARE 100 PERCENT OF GUIDE LISTINGS.**

VERY FINE (VF): A 7 on a scale of 10. At first glance may appear Near Mint, but at closer range, you'll notice minor signs of use. VF comics are 70 percent of guide listings (75-80% for pre-1970 books).

FINE-VERY FINE (FVF): A 6 outta 10. Pages may be slightly yellow, but not brown or brittle in FVF books. Expect several tiny stress lines along the spine or covers and several tiny color flakes are permitted. The spine may have creases and corners may be slightly rounded, but great cover gloss remains. FVF books go for 50 percent of price guide listings.

FINE (FN): A 5 out of 10. Slightly better than average with obvious signs of wear, but still clean and bright without major creasing. Fine books go for 40 percent of price guide listings.

VERY GOOD (VG): A 3 out of 10. Average, at best. VG comics appear used, but not abused. They have creases and minor tears. Very Good books go for 15-25 percent of guide listings.

GOOD (G), FAIR (FR) and POOR (P): All are 1 or less out of 10. These books...suck. Heavily worn, these are the comics that have been re-read a lot. Good books go for 10 percent of price guide listings. Fair books can have loose pages or pieces missing from the cover and sell for 3 percent of listings. Poor books can have missing covers, pages, etc. These books go for 1 percent of listings.

WIZARD WORLD
CHICAGO'99
JULY 16-18, 1999
ROSEMONT
CONVENTION CENTER
OFFICIAL ONLINE SPONSOR
ebay
EXCLUSIVE COMIC LAUNCHES
ONLY AT WIZARD WORLD!
MARC SILVESTRI
MICHAEL TURNER
DAVID WOHL
ALLY CAT
ALLEY BAGGETT
MATT HAWKINS
FRANK FRAZETTA
FANTASY ILLUSTRATED
ALEX ROSS
SPECIAL WIZARD WORLD EDITION AND LIMITED PRINT
EPITAPH
TONY DANIEL
DREAMS OF DARKCHYLDE
RANDY QUEEN

CALL 1-800-690-1669
NOW FOR TICKETS!
KIDS 10 AND UNDER GET IN FREE!*
MEET THE CREATORS OF THESE HOT NEW BOOKS!
ROB LIEFELD
IAN CHURCHILL
JEPH LOEB
LIONHEART
Lady Death
BRIAN PULIDO
STEVEN HUGHES
RISING STARS
J. MICHAEL STRACZYNSKI
KEU CHA
FRANCHISE PICTURES
SHI
BILLY TUCCI
WIZARD
WizardWorld.com
WIZARDWORLD CHICAGO ™ & © WIZARD ENTERTAINMENT. ALL CHARACTERS, LOGOS AND IMAGES ™ & © 1999 BY THEIR RESPECTIVE OWNERS /CREATORS. ALL RIGHTS RESERVED. © 1999 WIZARD ENTERTAINMENT. * WITH THE PURCHASE OF AN ADULT TICKET. GUEST LIST SUBJECT TO CHANGE.

WIZARD 2000 IS GETTING CLOSER

THE COMICS MAGAZINE #97

COUNTDOWN TO WIZARD 2000

ISSUES TO GO 03

WIZARD®

BATGIRL
SPIDER-GIRL
COVER BY
J. SCOTT CAMPBELL

FREE COMIC BOOK

WIZARD BATMAN DARK VICTORY #0
JEPH LOEB
TIM SALE

SPIDER GIRL

WIZARD NO. 1/2

COMIC OFFER!

ON SALE IN AUGUST

© Wizard Entertainment. *Wizard: The Comics Magazine* ™ & © 1999 Wizard Entertainment. Batman, Robin and Batgirl ™ & © 1999 DC Comics, Inc. Spider-Girl ™ & © 1999 Marvel Characters.

WIZARD ENTERTAINMENT

www.wizardworld.com

misc.

WELCOME TO MISCELLANEOUS STUFF!

Each month you can turn here to find the stuff you want–the coolest comics, cards, toys, collectibles, music and much more–sorry, no bait tackle or cow chips. If you wanna know more... just call or drop us a line.

ADVERTISERS:

Wizard is *the* leading magazine about comic books and related entertainment.

SPECIAL OFFER FOR LINE ADS that fall into our "GOT IT/WANT IT" (for wanting, buying, selling or trading your best), and "JOBS AND SUCH" (artists searching for writers, writers searching for inkers, inkers searching for publishers, etc. categories).

CONTACT:

Karen Evora
Advertising Projects Manager
Wizard Entertainment Advertising
151 Wells Avenue
Congers, NY 10920
tel: (914) 268-3907 x144
fax: (914) 268-5386
email: FullPage1@aol.com

anime/manga

SAMURAI ANIME INC.
TOYS! – Bandai • Sanrio • Tomy...
Japanese Imports
Wholesale/Dist. Catalog
Call 619.232.7890

collectibles

PALISADES MARKETING
Officially Licensed ProductsFrom:
MECHWARRIOR
FINAL FANTASY VII
WWW.PALISADESMARKETING.COM

comics

Tri-State Comics, Inc.
www.tristatecomics.com
Back Issues New Comics
Storage Supplies Subscriptions Services
Tri-State Comics, Inc.
2311 Andy's Lane
Wilmington, DE 19810
Fax: 302-529-7422
Phone: 302-529-7422
E-mail: tscinc@harb.net
Send for Free Catalog

SILVER ACRE COMICS
Phone, Fax, e-mail for our giant 75-page catalogue.
From Batman #1 to Witchblade #1
British and American comics and collectibles Europe-
Catalog Free Rest of the world send $3.00
SILVER ACRE COMICS
PO Box 114 Chester, CH4 8WQ England UK
PHONE: 011-441-244-6800-48 FAX: 011-441-244-6806-86
E-mail sales@silver-acre-comics.co.uk
Web: http://www.silver-acre-comics.co.uk

Looking for back issues or new comics?
Try TOP SHELF COMICS, ph/fax (207) 947-4939
34 Main St. Bangor, ME 04401
Visit our extensive on-line catalog http://www.tcomics.com

Pre-Order Comics and Save!
Order more, Save more - large discounts available. The convenience of a subscription with the freedom to change titles every month!
All Publishers! Call 1-800-ROCKEM1 for free info. http://www.rockem.com
• ROCKEM SOCKEM COMICS •

comics (con't)

Discount New Comics by Mail!
SUPER EASY DEADLINES!
Order the same month comics come out —even after!
Call or write for a free jumbo FFAST-Pak
NEW ENGLAND COMICS FFAST
24hr: (617) 774-0490
FAX: (617) 774-1747
email: wz4@necomics.com
PO Box 690346, Dept WZ4, Quincy, MA 02269

LOOK...ing for back issues from Image, DC Marvel and Independent Presses. We are specializing in hard-to-find comics and regular shop to shop comics. A one stop comic source for every fan and collector www.comicspmart.com or E-mail us info@comicspmart.com for list Free rare valuable comics and lucky dips
G&B Comic Supermart

Don't Miss Out!
Receive your new comics quickly, reliably, and inexpensively. Call or e-mail for our new catalog and information.
www.worldcomics.com
1-800-700-1825
WORLD COMICS

NOW UNDER CONSTRUCTION!
COMICS AMERICA .COM
LOG ON! GET INFORMATION! JOIN UP!
E-MAIL WANTS! (3,000,000+ ITEMS IN STOCK!)
WWW.COMICSAMERICA.COM
SEND $5 (refundable) for our 450-pg color catalog & service info to:
COMICS AMERICA 1693 Corydon Ave. Winnipeg, Mb. Canada, R3N 0J9

THREE J PRODUCTIONS PRESENTS
Autographed Limited Edition Comics
Sold exclusively from the Internet.
First appearance of new characters
Before they hit newsstands
www.choicemall.com/3jp

FV COMICS
presents MANTAMAN issue #1
coming JULY 1999 NATIONWIDE!!
ORDER TODAY! (813) 727-2117 www.fvcomics.com

miscellaneous

ATTENTION COMIC COLLECTORS
Why pay retail or even wholesale prices?
Amazing deals in our free monthly auction catalog. Golden Age, Silver Age to the hottest modern comics on the market. Also a large stock of action figures and non-sports cards! All comics awarded to the highest bidder (many items go for as low as 10% of book value). The catalog also consists of other collectibles i.e. non-sportscards, sportscards, autographs, stamps, coins, railroad etc. Return rate < 5 lots per 15,000. Over 10,000 lots every issue.
CALL FOR FREE CATALOG
1-800-364-2948 x305
www.JamesJReeves.com
JAMES J. REEVES
Must be 18 yrs. old or have parental permission
References: Mellon Bank, Huntingdon, PA
Member of the Better Business Bureau
ALWAYS BUYING!
ext. 316

www.lonestarcomics.com
50,000+items-comics and much, much more!
Comics, games, action figures, collectibles & more!
Subscription Service!
Silver, Gold and Platinum level discounts
Save up to 30% on subscriptions!
Quick, easy to use search engine and service to die for!

on-line stuff

WEB SLING COMICS
Internet Comic Superstore
HOME OF THE HALF-PRICE COMIC GARAGE
BUY FROM OUR EXTENSIVE BACKLIST & PREVIEWS TOTALLY ONLINE!
www.web-sling.com

printers

Your Comix Printed Cheap

Quantity	Full Size 16 Pages	Mini Comic 32 Pages
1000	$275	$290

Small Publishers Co-Op
(941) 922-0844 spcoop@flnet.com

supplies

CREATE YOUR OWN COMICS WITH BLUE LINE ART SUPPLIES
FREE $5 COUPON & CATALOG
CALL 781-986-2653
BILL COLE ENTERPRISES, INC.
P.O. Box 60 Dept. W96
Randolph, MA 02368-0060
E-mail: bcemylar@cwixmail.com
web: www.neponset.com/bcemylar

things to join

FIGHT CENSORSHIP IN COMICS

Support the CBLDF's efforts to protect the First Amendment Rights of all comic book professionals. Send donations to: P.O. Box 693, Northampton, MA 01061 or call (800) 992-2533 for a free copy of BUSTED!, the CBLDF newsletter

wanna learn

DRAW SUPERCHARACTERS AND SUPERMONSTERS

This book containing over 600 step-by-step illustrations will teach you how to draw, men, women, monsters, building, including a section on creating your own comic book. Free Catalog with order. Send only $15.95 + $2.00 postage to.
E. PHELPS CO., P.O. BOX 22401-WD
CLEVELAND, OHIO 44122

wizard online

GO TO WIZARD SCHOOL!

Learn to write and draw comics from real pros! Enroll in Wizard School for an education you can't get in a classroom. Wizard School teaches you techniques from working pros including Mark Waid, Dan Fraga, Scott McDaniel, Jeff Mariotte, Graham Nolan, Tony Daniel and others.Plus check out our five-part feature on Self-Publishing by Alex Simmons.

http://www.wizardschool.com

Many of the coolest comic books that you see in *WIZARD* are only available at your local comic book store!

To find a comic book specialty store near you, call the COMIC SHOP LOCATOR SERVICE toll free at 1-888-COMIC BOOK

JULY 16-18, 1999
ROSEMONT CONVENTION CENTER

WIZARD WELCOMES

METHOD MAN

AND

RZA

OF THE

WU-TANG CLAN AS THEY JOIN BRIAN HABERLIN

TO WORLD PREMIERE THEIR FIRST OFFICIAL
AVALON STUDIOS/IMAGE COMIC BOOK

THE NINE RINGS OF

WU-TANG

ONLY AT WIZARD WORLD!

ORDER YOUR TICKETS TO WIZARD WORLD AT 1-800-690-1669

Wizard World ™ & © 1999 Wizard Entertainment. The Nine Rings of Wu-Tang ™ & © 1999 Gibraltar Entertainment. Guest list subject to change.

CALL 1-800-690-1669 NOW FOR TICKETS!

KIDS 10 AND UNDER GET IN FREE*

PROFESSIONAL WRESTLER

KEVIN NASH

NASH APPEARS SUNDAY ONLY

WORLD MARTIAL ARTS HALL OF FAMER

VINCENT LYN

SUPERSTAR MANGA ARTIST

KIA ASAMIYA

CREATOR OF MAGIC THE GATHERING

RICHARD GARFIELD

PLUS

PANELS, PARTIES, WORKSHOPS, WIZARD SCHOOL AND MUCH MORE!

WOW!

GET MORE INFO ONLINE AT wizardworld.com

Payment must be included with all orders. Ticket prices are $20 for a one-day pass, $40 for a three-day pass. Children 10 & under are free with the purchase of an adult pass. Send check or money order payable to Entertainment Conventions, or pay by credit card. We accept Visa, MasterCard, American Express and Discover. Credit card orders must include the cardholder's name, the complete card number and expiration date. With payment, please send your name, address, birth date and the specific days you will be attending to: Wizard World Chicago, P.O.Box 656, Yorktown Heights, NY 10598.

Tickets are sent via first-class mail for all orders received by 6/25/99. All orders received after that date will be held for pickup at the door. All orders received after 7/9/99 will not be processed and returned to sender.

For travel and hotel information, call Tzell Travel at 800-865-9038 ext. 666.

*With the purchase of an adult ticket.

Nash © 1999 Kevin Nash. Guest list subject to change.

C.B.I.Q.

YOU THINK YOU'RE SO SMART...

COMIC BOOK INTELLIGENCE QUOTIENT

Cha-ching! That overpowering stench of burgers and the rhythmic "ka-thump" of a time-clock can mean only one thing: it's time for the mostly all-summer-job edition of C.B.I.Q.! Heck, we'll even grade you against the perks of working minimum wage. The higher your score, the higher your perk!

SCORE	PERK
0	*Acne!*
1-7	*Dipping various body parts into the food of customers you don't like!*
8-15	*Acne!*
16	*Wearing a small paper hat that makes you look like a gay pirate!*

1 "Lllllet's get ready to SUCK IT!" The Thing once kicked butt in what wrestling league?
A) WWF
B) ECW
C) UCWF
D) WWWWWWWWWLW

2 After leaving the X-Men following Jean Grey's death, Cyclops found peace and a new love interest as:
A) a cattle hand in Montana.
B) a crewman on a fishing boat.
C) a construction worker in the big city.
D) a grape smuggler in Uruguay.

3 *¡Yo quiero Taco Bell!* Wonder Woman once worked at what stool-loosening fast-food chain?
A) Taco Whiz
B) Taco Taco
C) Taco Queen
D) The Love Taco

4 Matt Murdock is more than just Daredevil; he's the devil incarnate because:
A) he's worked at the DMV.
B) he's dressed up as Tinky Winky.
C) he's drowned kittens.
D) he's–GAH!–a lawyer!

5 Marvel Burger's most famous employee (not that they know it) is:
A) Nova.
B) Jubilee.
C) Speedball.
D) Benny Hamintoshin, the sore-ridden busboy with a penchant for emptying his colostomy bag in the chili fixin's.

6 Aside from tying Kitty Pryde for some of the worst superhero costumes ever designed, Wonder Man's most embarrassing moment came was his job to:
A) model Calvin Klein undies.
B) get hit in the face with pies on the Mr. Muscles kiddie show.
C) be a bouncer at a Las Vegas casino.
D) be a spokesman for his local Republican Party.

7 Cheese it, the cops! Which superhero WASN'T a policeman?
A) Captain America
B) Witchblade
C) Punisher
D) Nightwing

8 Holy coincidences, Batman! Electro gained his electrical-based powers while working as:
A) a meteorologist.
B) an electrologist.
C) an electrician.
D) an exotic dancer with the stage name Cocoa, two shows a night and three on Sundays.

9 In his civilian identity of Steve Rogers, Captain America once found work as a comic artist on what comic book?
A) *Captain America*
B) *The Fighting American*
C) *SuperCop*
D) *Battle Chasers* (Nah...just kidding. NOBODY works on that book.)

10 What's the name of the Black Canary's flower shop?
A) Dinah's Daisies
B) Lance Flowers
C) Sherwood Florist
D) Smack Yo' $%#@ Up Florist

11 The Flash once paid the bills by putting his super-speed to what use?
A) Messenger service
B) Boston Marathon
C) Soccer referee
D) Impregnator of all of Scotland

12 Hitman makes his living as:
A) Sorry, this one's too dumb. "Hitman"...he's a hitman, get it? Move on to question 13.

13 Ex-Captain America, -Captain Marvel and -Hulk sidekick Rick Jones lost his soul when he accepted what short-lived career?
A) Bowling alley manager
B) Supermarket stock boy
C) Talk show host
D) *Wizard* editor

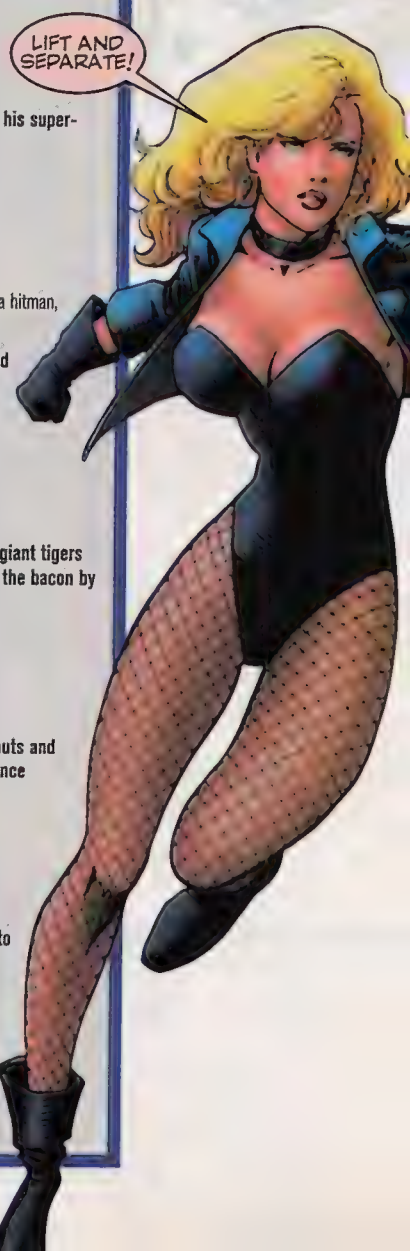
14 Holy Big Red Cheese! Besides talking to giant tigers in suits, Captain Marvel actually brings home the bacon by working at which radio station?
A) S-H-Z-M
B) W-H-I-Z
C) W-A-M-M
D) W-O-F-F

15 Yeah, Hal Jordan made a livin' at going nuts and trying to rewrite history, but before then, he once traveled the country selling:
A) rings.
B) insurance.
C) toys.
D) marital aids.

16 When he was kicked outta the Avengers to make room for the Falcon, what cushy job did Hawkeye nab?
A) Carnival marksman
B) Security guard
C) Gym teacher
D) Wise-cracking doctor at the 4077th unit of a mobile army surgical hospital

ANSWERS

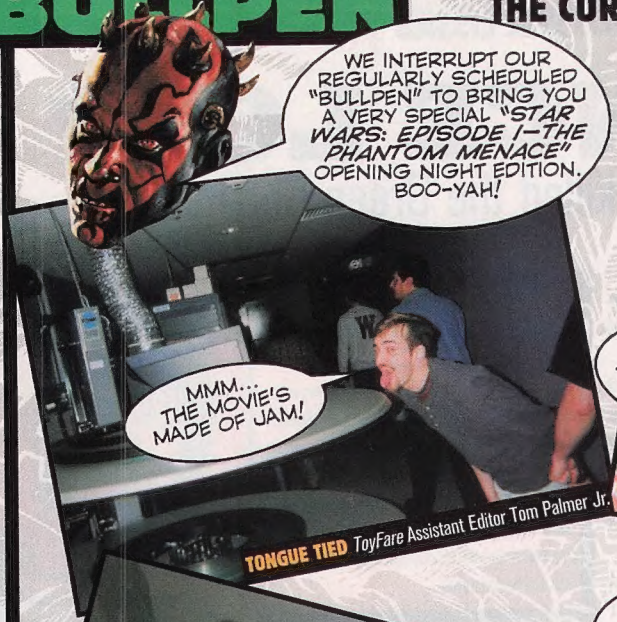
Candy-asses can peek on the next page if this is too tough...



BULLPEN LOOK BEHIND THE CURTAIN

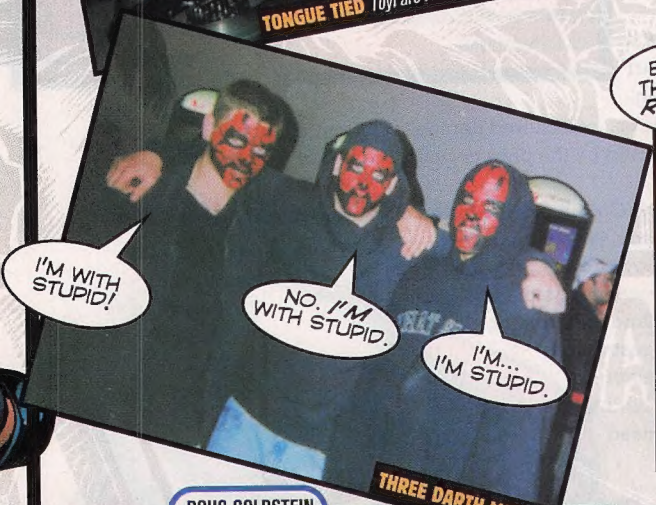
CBIQ answers...

1. C	4. D	7. D	10. C	13. C	16. B
2. B	5. A	8. C	11. A	14. B	
3. A	6. B	9. A	12. A	15. C	



TONGUE TIED *ToyFare* Assistant Editor Tom Palmer Jr.

HOT SEAT *ToyFare* Editor Matthew Senreich (left) and a disgruntled theater staff



THREE DARTH MAULS

KEY GRIP *ToyFare* Copy Editor Dan DiGiacomo (left) and *ToyFare* pal Steve Bost

CHARGE OF THE GEEK BRIGADE

SWORD PLAY Research Assistant Nachie Castro and *InQuest Gamer* Games Editor Jeff Hannes

DUMB AND DUMBER *Wizard* Editor Brian Cunningham (left) and *Wizard* Managing Editor Andrew Kardon

TIME TRAVEL by RUSSELL LISSAU

INNOCENCE LOST

Marvel shocked fans when it killed the Green Goblin and Gwen Stacy 26 years ago

Marvel readers used to sleep soundly at night, knowing that no important comics character would ever die and join Bucky and Uncle Ben on the Other Side.

But then two brutal deaths stunned readers and signaled the end of the more optimistic Silver Age of comics. In a shocking two-parter that culminated in *Amazing Spider-Man* #122, cover dated July 1973, Peter Parker lost two key figures in his life: his longtime girlfriend Gwen Stacy and his archnemesis Norman Osborn—the Green Goblin. The Web-slinger was never the same.

Never had such significant characters bit the dust in such a short timespan, but Marvel editors wanted to kick-start the dragging Spidey title. Whacking Aunt May was suggested, but Spider-Man co-plotter and inker, John Romita Sr., considered her too important. He pondered killing Mary Jane Watson instead, but quickly realized Gwen would be the perfect victim. "It would be more shocking, more surprising," Romita remembers.

The beginning of the end came in issue #121 when the Goblin pushed Gwen off a bridge. When Spider-Man tried to save her with a web line, the jolt snapped her neck. Fans outraged.

"It raised a firestorm," recalls former editor-in-chief, Roy Thomas. "[Writer] Gerry Conway got letters calling him a 'murderer.'" But Conway was just getting started.

In #122, written by Conway and illustrated by Gil Kane and Romita, Spidey came desperately close to killing his archfoe, but restrained himself. But the Goblin had no compunctions about slaying Spidey. The villain tried to impale Spider-Man from behind with his jet glider, but when Spidey dodged it, Osborn instead speared himself and died.

Although Spidey emerged victorious, he lost something in the battle: his innocence. "It would always leave a shadow over his life," Thomas says. Supervillains rarely stay dead, however, and in 1996, Norman Osborn miraculously resurfaced to once again terrorize Spider-Man. Critics protested that the classic story had now cheapened, but Osborn remains alive.

The deaths of Gwen and the Goblin began a darker period at Marvel that saw the rise of bloodthirsty heroes and more pessimistic stories. It also showed that killing major characters is a great circulation booster. Hal Jordan, Jean Grey, Superman and countless others have followed Gwen and the Goblin to the Great Beyond, although some trips have been more permanent than others. As a result, Thomas believes the anguish felt by Spider-Man readers in 1973 won't be equaled again. "Every time you bring a character back, it's a little less amazing than the time before," he contends. "And after a while, it becomes a yawn." W

DATELINE

JULY 1973

Roger Moore shook–but not stirred–filmgoers in his first Bond film, **"Live and Let Die"**...**"Maude"** rocked prime-time as TV's most controversial show...Jim Croce topped Billboard's charts with **"Bad, Bad Leroy Brown"**...Former Nixon aide **John Dean** fingered ex-associates John Erlichman and H.R. Haldeman before the Senate Watergate Committee.

BEA ARTHUR AS 'MAUDE'

FEELING GREEN Gwen might still be deader than '80s big-hair metal bands, but the Goblin's made more comebacks than John Travolta.

BLOOD, SWEAT & GEARS
DEATHLOK #1
X-51 #1
WARLOCK #1
The HARDWARE HEROES
Hit
July 1999
MARVEL TECH
WWW.MARVEL.COM
TM & © 1999 Marvel Characters, Inc. All rights reserved.

©1999 Callard & Bowser-Suchard Inc.

http://www.altoids.com